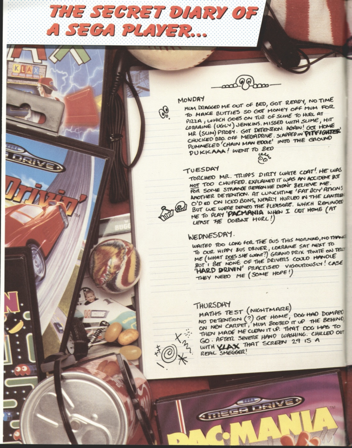
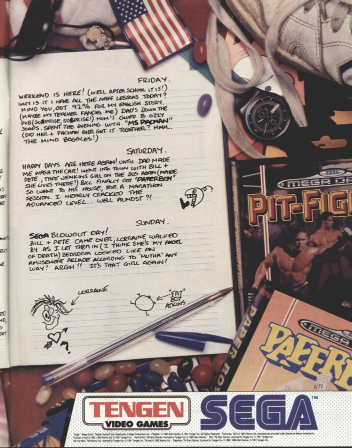


THE BEST FOR MEGA DRIVE, MASTER SYSTEM & GAME GEAR...
2 GIFTS!
SEGA FORCE
The Menacer! PAGE 18
Is it any good?
NOT AN OFFICIAL SEGA PUBLICATION
DOUBLE DRAGON 3
Mega exclusive review! & FREE POSTER!
ROLO TO THE RESCUE
MEGA DRIVE md
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Merlin/Steve Jackson starter pack — see page 32 for more game details.
If your free Double Dragon 3 or Merlin Battle Cards starter pack are missing, please ask your newsagent for them.
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THE SECRET DIARY OF A SEGA PLAYER...
MONDAY
MUM DRAGGED ME OUT OF BED, GOT READY, NO TIME TO MAKE BUTTIES SO GOT MONEY OFF MUM FOR PIZZA, WHICH GOES ON TUB OF SLIME TO HURL AT LORRAINE (UGLY) JENKINS. MISSED WITH SLIME, HIT MR (SLIM) PROBY. GOT DETENTION. AGAIN! GOT HOME CHUCKED BRO. OFF MEGADRIVE. SLAPPED IN 'PITFIGHTER' PUMMELED 'CHAIN MAN EDDIE' INTO THE GROUND DUKKAAA! WENT TO BED
TUESDAY
TORCHED MR. TRIPPS DIRTY WHITE COAT! HE WAS NOT TOO CHUFFED. EXPLAINED IT WAS AN ACCIDENT BUT FOR SOME STRANGE REASON HE DIDN'T BELIEVE ME. ANOTHER DETENTION. AT LUNCHTIME 'FAT BOY' ATKINS O'D ED ON ICED BUNS, NEARLY HURLED IN THE LANTERN BUT WE WERE DENIED THE PLEASURE. WHICH REMINDED ME TO PLAY 'PACMANIA WHEN I GOT HOME (AT LEAST HE DOESN'T HURL!)
WEDNESDAY.
WAITED TOO LONG FOR THE BUS THIS MORNING, NO THANKS TO OUR HIPPY BUS DRIVER, LORRAINE SAT NEXT TO ME (WHAT DOES SHE WANT?) GRAND PRIX TONITE ON TELLY BUT I BET NONE OF THE DRIVERS COULD HANDLE 'HARD DRIVIN' PRACTISED VIGOUROUSLY! CASE THEY NEED ME (SOME HOPE!)
THURSDAY
MATHS TEST (NIGHTMARE) NO DETENTION (?) GOT HOME, DOG HAD DUMPED ON NEW CARPET, MUM BOOTED IT UP THE BEHIND, THEN MADE ME CLEAN IT UP. THAT DOG HAS TO GO. AFTER SEVERE HAND WASHING. CHILLED OUT WITH KLAX THAT SCREEN 29 IS A REAL SMEGGER!
KLAX
MEGA DRIVE
Drivin'
MEGA DRIVE
PAC-MANIA


FRIDAY.
WEEKEND IS HERE! (WELL AFTER SCHOOL IT IS!) WHY IS IT I HAVE ALL THE NAFF LESSONS TODAY? MIND YOU, GOT 92% FOR MY ENGLISH STORY. (MAYBE MY TEACHER FANCIES ME) DAD'S DOWN THE PUB (SURPRISE, SURPRISE!) MUM'S GLUED TO OZZY SOAPS. SPENT THE EVENING WITH "MS PACMAN" (DID HER + PACMAN EVER GET IT TOGETHER? MMM.. THE MIND BOGGLES!)
SATURDAY.
HAPPY DAYS ARE HERE AGAIN! UNTIL DAD MADE ME WASH THE CAR! WENT INTO TOWN WITH BILL + PETE, THAT JENKINS GIRL ON THE BUS AGAIN (MAYBE SHE LIVES THERE?) BILL FINALLY GOT 'PAPERBOY' SO WENT TO HIS HOUSE, FOR A MARATHON SESSION. I NEARLY CRACKED THE ADVANCED LEVEL... WELL ALMOST ?!
SUNDAY.
SEGA BLOWOUT DAY!
BILL + PETE CAME OVER, LORRAINE WALKED BY AS I LET THEM IN (I THINK SHE'S MY ANGEL OF DEATH) BEDROOM LOOKED LIKE AN AMUSEMENT ARCADE ACCORDING TO 'MUTHA' ANY WAY! ARGH!! IT'S THAT GIRL AGAIN!
LORRAINE
"FAT" BOY ATKINS.
MEGA DRIVE
PIT-FIGH
MEGA DRIVE
PAPERBOY
PAPER BOY
TENGEN
VIDEO GAMES
SEGA



SEGA FORCE

FEELING THE

First task of the New Year is to bash around in those sales queues and struggle to exchange all those SNESes misguided relatives gave you this past Christmas. Join the SEGA FORCE Dead Heads in their battle to save the world for Sega game-freaks and bargain hunters. (Mat's brought along his Menacer to look dangerous — scary, huh!) And talking bargains, this SEGA FORCE has two! The Merlin Battle Cards on the cover, and a massive Double Dragon III poster, courtesy of Flying Edge

PAUL 'HARGAIN BUNTER' WOODING, Staff Writer
If it's got £50 off, I'll buy it! You won't find me in Game Freak Alley when the sales are on, no way — you can find me in a one-man tent camped outside the local department store! First one through the doors and last one to leave, that's me, mate! Best bargain I ever got was on one of my forays to a Birmingham store — spend over £60 and you got a free SNES. So I bought a Master System and a few games and gavemy grandad the SNES! The cartridge slots make a lovely ornate plantpot, apparently, just right for his pansies!
Fave Game of the Month: MICRO MACHINES

IAN 'FAULTY GOODS' CHUBB, Designer
I had loads of stuff to take back to the shops this year — all of it naff! What did I get for Xmas? Just the usual: a Johnny Mathis CD box set, a realistic chest-hair wig, an industrial size vat of Swarfega and a Super Nintendo (AAARGH!). Luckily, my mother is terminally insane, so I forgave her! If I get my money back, I'm going to spend it on the most important person I know...ME! But I wish I'd kept the receipt for this rabble, 'cos I can't get rid of 'em!
Fave Game of the Month: LOTUS TURBO CHALLENGE

WARREN 'AT HALF THE PRICE' LAPWORTH, Sub Ed
I've bought my fair share of bargs over the years. One fave possession is a Darth Vader helmet. No, don't laugh, it's true! A snip at £40, when I bought it a few years back at a comic shop. Speaking of comics, several I've got have turned out to be amazing buys. They cost around 70p when I bought 'em, now some are worth 20 times that! A few are *40* times what I paid! But my biggest bargain was my Washburn guitar. I cashed a cheque to get most of the folding stuff to buy it but it wasn't deducted from my bank account! I got a mid-range 'leccy gee-tar for a mere 25 quid! Smart, eh?
Fave Game of the Month: ROLO TO THE RESCUE

ADRIAN 'BATTERIES NOT INCLUDED' PITT, Dep Ed
We're always taking things back after Christmas! Am I right or am I right? You ask for something electrical, you open the box on the Big Day, pop in the batteries, press the buttons, sit there all excited... and the flickin' thing doesn't work! By the time your dad's fiddled with the darn thing for hours and the Queen's finished waffling about peace on Earth and good will to all men, you're slouched sour-faced in front of the telly playing with the box! So next Christmas, banish those electrical blues and ask your parents for a rubber ball, attached to a plank of wood with a piece of elastic. Hours of fun for all the family!
Fave Game of the Month: ROLO TO THE RESCUE

MAT 'HALF PRICE' YEO, Prod Ed
Come on ladies! I've got some t'rriffic bargains for ya! Loads of Mega Drives bundled wiv Sonic The 'Edge'og, mountains of Master Systems and more Game Gears than you could shake a big stick at! Yep, if you made it through Xmas in one piece, you'll have faced the dreaded January sales! AARGGH! I got tons of stuff cheap, including: a Matt Monroe 12-inch, a Moulinex food processor and an inflatable Sonic! Cor! Roll on next year!
Fave Game of the Month: TERMINATOR 2: THE ARCADE GAME

FORCE FOR FEBRUARY

14

FORCE tested!

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MICRO RAD



88 They may be small, but they ain't no push over! Codemasters' very first Mega Drive game gets a SEGA FORCE Smash.

DOUBLE TROUBLE!



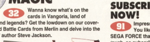
14 These guys are ready to kick ass on the MD. Who the hell are they? Turn to page 14 and check out Acclaim's latest beat-'em-up.

MERLIN'S MAGIC

32 Wanna know what's on the cards in Vangoria, land of myths and legends? Get the lowdown on our cover-mounted Battle Cards from Merlin and delve into the world of author Steve Jackson.

SUBSCRIBE NOW!

91 Impressed? You like SEGA FORCE that much, so subscribe, get a great NEW GIFT and be the envy of your friends!



FLICKIN' MENACE!

18 Sega have released their biggest weapon yet — THE MENACER! The mean mutha looks impressive, but is it accurate or should women and children stay indoors?!

WHAT A YEAR!

101 Part two of Adrian Pitt's look behind the scenes at SEGA FORCE. What happened in 1991, with whom and where? Those cobwebs are well and truly dusted away! The scandal of it all! We need to know! The full works on Issues 7–12.

HASTA LA BLASTA, BABY!

38 Arnie's back in a barnstorming Mega Drive blast. Use The Menacer to take on Acclaim's *TERMINATOR 2: THE ARCADE GAME*.

THE CHEAT CHAMBER

51 The Pittstop's gone! Long live the Cheat Chamber! Paul Wooding takes on the biggest tips in the business, with a special *ALIEN 3* map attack, *Lemmings* and loads more!

REGULARS

6 Gutter Talk – News of the Mega-CD 2 and MD 2, previews galore and some great competitions to enter. Get 'em while they're hot!
28 Charts – Get your Virgin Games Voucher and see if *Sonic 2*'s still top of the pile.
94 Classifieds – Parsley, sage rosemary and thyme, whatever you've got to sell, do it here! They're FREE! FREE! FREE!
108 Guttersnipe – Get ready for a slanging match! Readers' letters, more artwork than you can poke a pointy stick at, Deadhead Set Hi-Scores, Gamer of the Month and yet more competition winners. It's all here!



Crikey! We're all sitting here waiting for the Mega-CD to appear on the shelves and Sega announce the Mega-CD 2! It now seems the official UK Mega-CD *will* be released in February, as rumoured. The good news is, the Mega-CD's big news in America. Software houses are starting to support the machine in a big way. *Sewer Shark, Night Trap, Black Hole Assault, Dracula, Chuck Rock* and *Hook* are just some of the biggies on release. In Japan, however, the console looks set to be a birrova turkey — only around 350,000 units have been sold, compared to 3,000,000 Mega Drives! So it looks like many of the big titles will come from the States. The availability of software over there's good news for UK deadheads worried about buying the machine. By the time the Mega-CD gets a UK release, many of the games listed here will have found their way to our shores. And of course, you only need buy SEGA FORCE to catch up on the hottest Mega-CD releases. Keep ya eyes peeled!

THANKS! Some lovely people deserve an extra special mention. Clare from Killer Konsoles supplied more games than we had time to play! Killer Konsoles sell Sega games at lower than suggested retail prices. They have some real bargains, so for a newsletter and details of how to become a member, phone (0438) 367406. Big thanx also go to Marc at AMS (081 450 2166) for supplying games and a big grovelling apology to Adrian at Telegames (0533 880445) — the dosh came through in the end, mate! And finally big hugs to Wendy at Sega!

2 BE OR NOT 2 BE

Nope, it's not the MD2 or CD2 just yet! The genuine article should hit the streets in February.

Sega have announced a redesign for the Mega Drive and Mega-CD. The **Mega Drive 2** and **Mega-CD 2** (they haven't launched version one yet! —Ed) won't look as big 'n' chunky as their predecessors — they'll have a 'smaller, sleeker, sexier' image!

Before you start putting pen to paper, the changes are ONLY centred on design, the machines WON'T perform extra mind-blowing functions. Carts and CDs that play on the original machines will play on the new versions.

For the time being, the original Mega-CD will hit the shops in February. **Sega** plan to shift around 50–60,000 units before the Mega-CD 2 appears.

The Mega-CD will be bundled with a five-in-one compilation disc containing *Streets Of Rage, Shinobi, Super Monaco Grand Prix, Golden Axe* and *Cobra Command* (or *Thunderstorm FX*, as we reviewed it in Issue 11). There's also a shoot-'em-up with a funky soundtrack called *Sol Seace* (or *Sol Feace*). Around 15 titles will be available for the machine's launch.

SEGA v CODEMASTERS

As we go to press, news has broken that Sega is taking legal action against Codemasters for alleged copyright infringement. On Tuesday 15 December, Codemasters Software Company Limited was served with a summons to appear in the High Court, London by Sega Enterprises Limited of Japan.

'Sega,' says a Codemasters spokesperson, 'have wrongly assumed that Codemasters' products, *Micro Machines* and *The Fantastic Adventures of Dizzy* for the Mega Drive, infringe Sega's copyright.'

Codemasters say they rely on intellectual property rights to protect their own creations, and so respect the rights of others. They insist they have taken great care not to infringe Sega's rights and will vigorously defend their position against Sega's completely unfounded allegation. 'We have been open about our intention to produce non-infringing Sega-compatible product,' the spokesperson added, 'and Sega have known of this for many months.'

Codemasters' director David Darling commented: 'The fact that Sega have chosen to wait so long to sue, until just before our commercial launch, shows that this is a blatant attempt to keep us from the market they, at present, control and dominate. A dominated market has many disadvantages: higher prices to consumers with less creative and innovative products. We're angy and upset by Sega's actions and will defend our rights and deliver our quality video games to the public.'

Despite the court action, Codemasters told SEGA FORCE that *Micro Machines* is still set for an end-January release, with *Dizzy* to follow towards Easter.

THAT'S BUSINESS

Yahoo! It's here again! The time when they let us **SEGA FORCE** Deadheads loose on the general public!

If you wanna meet the **SF** crew (and the rest of the family — N-FORCE, AMIGA FORCE and COMMODORE FORCE), see us at **The 7th International Computer Show**, held at the **Wembley Conference and Exhibition Centre, Hall 1, 19–21 February 1993**. Get the latest goss on the hottest game action around!

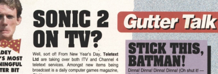
Britain's best computer and console show features everything you need for your home computer, PC and console. Advice centres, demonstrations, rides, plus the very best **Sega** and **Nintendo** coverage anywhere.

Enough of this! Let's point a bloody big stick at those other inferior machines and tell ya about the **Sega** side of things!

Play away!

You won't miss **SEGA FORCE**, we'll be the ones making the most noise! Along with the other mags, we'll be hanging out at our stand, **The Force Field Zone**. It'll be the biggest and, of course, the best!

We'll have the latest and greatest **Sega** games around for you to playtest, challenges



STRIDER STANDS STILL



We *did* expect to give you the full lowdown on **US Gold**'s MD *Strider II* this ish, but the review was pulled at the last minute.

US Gold are still making a few cosmetic changes and having a chin-wag with **Sega** to make sure everything's top notch when the game's finally released in a couple of month's time. You should have the review real soon.

Strider II has more of the same hard-hitting action that made the original such a hit. This time though, the hero is armed with deadlier weapons and faces even tougher foes!



ADEY BABE'S MOST MEANINGFUL NATTER BIT

Hmmmm! Am I completely insane or would I be right in thinking the number six is not a particularly big number? And would I *also* be correct when I say SIX CHILDREN wouldn't exactly fill the NEC three times over? And would you excuse me for assuming that those very same children (six in all, remember) don't exactly represent a broad spectrum of the magazine-buying public? I thought not! So why does one particular Sega magazine (no names, no Paracetomol) reckon they're 'The King of the Castle' on the basis of that itsy-bitsy, teensy-weensy cute likkle number six?! Answers on a postcard, please! And if you're still confused, just — Check it out!

● And finally, Chris Knight, our mate and beloved Big Ed, as was, has left the SEGA FORCE fold to join those clever alecs at Hewland in the heady world of satellite television. We'll miss ya, buddy! It's bin great! (Sniff! Blub! I hate goodbyes!) Oh yeah, Chris, when ya comin' back to pick up that heap of junk you call a car?!

SONIC 2 ON TV?

Well, sort of! From New Year's Day, **Teletext Ltd** are taking over both ITV and Channel 4 teletext services. Amongst new items being broadcast is a daily computer games magazine, *Digitiser*.

Industry sources are already claiming the new feature will knock the socks off **Oracle**'s current games offering! **Teletext Ltd** are so certain *Digitiser* will be a massive success they're hailing January 1st as D-Day! They claim the service will be 'frighteningly comprehensive' and 'stunningly designed' (well they would say that, wouldn't they?).

So what does *Digitiser* have to offer game-freaks out there? For a start, news features are updated daily, there are four pages of **Sega**, **Nintendo** (yuck!) and Neo-Geo reviews, a viewers' Q&A section and massive competitions. Plus games charts, tips, viewers' letters and even digitised pictures!

Teletext Ltd will broadcast *Digitiser* to a nationwide audience of over nine million people! With viewing figures like that, the producers could have one of the hottest items on TV! *GamesMaster* beware! As their spokesperson says, 'It's a fair old package'!

Digitiser
SONIC 2 MEGA DRIVE
£39.99
Lorry drivers look out, the hedgehog with attitude is back – and he's brought a friend!
That's right, Sonic 2 is a two player split screen action freak out. Miles, the two tailed fox, struts his stuff alongside our spiky blue hero.

STICK THIS, BATMAN!

Dinna! Dinna! Dinna! Dinna! (Oh shut it! — Ed.) **Batman**'s always been too hot to handle!

Those clever joystick manufacturers, **Cheetah**, have yet another set of fab-a-roony ***CharacterlSticks*** to give away. This time, it's the cartoon Batman stick. Features include full eight-directional control, highly sensitive light-touch fire buttons, on-table or in-hand operation, a heavy duty base and 12-month warranty.

We've got five Batman ***CharacterlSticks*** up for grabs. Answer the following question, and if you're pulled outta the hat, **Cheetah**'ll fling a Batty stick in your direction!

What's the name of Bruce Wayne's butler?

Answers on a postcard or sealed-down envelope, please, to: **BATMAN WHERE'S YA TROUSERS?, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**, to arrive no later than 11 February, 1993. Go to it!





SHOW
SS!

THE 7th International COMPUTER SHOW
Incorporating the 16 Bit Computer Show

galore and loads and loads and loads– (snip! —Ed) of giveaways. You can thrash **Mat** and **Paul** on some of your fave console games, while Master of Ceremonies **Ade** shouts himself hoarse relaying what's going down on the video wall.

With top bods from the software industry, inter-magazine challenges and a whole host of wicked stunts and jolly japes, Wembley Conference Centre's the place to be! Oh, and you won't have to queue for three-and-a-half hours to play a game… All's fair and square at **The Force Field Zone**!

For more info, details on tickets etc, check out the adverts in **SEGA FORCE** or give us Deadheads a ring and we'll be happy to give you the full lowdown. See you there!

THE BIG BREAKFAST
MASTERBLASTER

Have you tuned into the **MasterBlaster** section of **Channel 4**'s early morning show, ***The Big Breakfast***? If not, why not?! You're missing the latest gossip, new and reviews on some of the hottest console titles around!

Join wacky aliens **Zig** and **Zag** on Monday mornings at around 7.30 and **Ben the Boffin** on Thursdays at 7.45 am as they playtest forthcoming releases and reveal the pros and cons of many exclusive **Sega** titles.

Sonic 2 was first shown to slobbering game-fiends on ***The Big Breakfast***. *Taz-Mania, Ecco: The Dolphin, Road Rash II, Thunderforce IV* and hundreds more have already received the lowdown from Ben and friends. Ben uses a, er, unique rating system, the 'boredom factor' — the lower the better.

Star on breakfast TV!



You won't believe this, but next month you can enter a MEGA-EXCLUSIVE competition in **SEGA FORCE** to star on ***The Big Breakfast***! Yep, it's true! You and your family could be on Britain's best morning telly show — FOR A WHOLE WEEK!

You'll be given the full VIP treatment, courtesy of **Planet 24**, the people who bring ***The Big Breakfast*** to your screens. Meet presenters **Chris** and **Gabby**, try and survive the barrage of friendly 'abuse' from Zig and Zag and challenge Ben the Boffin as he tackles the best computer games in the business!

Don't get too excited, ya hear? That's next month! In the meantime, tune into ***The Big Breakfast*** on **Channel 4**, each weekday morning, 7–9am. It's egg-tappingly good!


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FROM THE GUTTER...

So you wanna know what to spend ya dosh on over the coming months? Check out the full works on all three systems below. As always, there are some cracking titles...

Gutter Talk!

MEGA DRIVE.

AGASSI TENNIS (TecMagik)	Apr/May '93
ANOTHER WORLD (Virgin)	Feb/Mar '93
BUBSY (Accolade)	TBA
CAPTAIN PLANET (Sega)	TBA
CHAKAN (Sega)	Jan/Feb '93
COOL WORLD (Sega)	Feb/Mar '93
DOUBLE DRAGON III (Acclaim)	March '93
FLASHBACK (US Gold)	Mar/Apr '93
GOLDEN AXE 3	Feb/Mar '93
G-LOC (Sega)	TBA
JOHN MADDEN '93 (EA)	Out now
LOTUS TURBO CHALLENGE (EA)	Out now
MEGA-LO-MANIA (Virgin)	Feb/Mar '93
MICK AND MAC (Virgin)	Feb/Mar '93
MICRO MACHINES (Codemasters)	Feb/Mar '93
NINJA GAIDEN (Sega)	Jan/Feb '93
PAPERBOY II (Domark)	February '93
POWER CHALLENGE GOLF (Accolade)	TBA
POWERMONGER (EA)	Out now
PGA TOUR GOLF II (EA)	February '93
ROAD RASH II (EA)	Out now
ROLO TO THE RESCUE (EA)	Out now
RISKY WOODS (EA)	Out now
SHADOW OF THE BEAST II (EA)	Out now
SPIDER-MAN (Virgin)	TBA
STEEL TALONS (Domark)	February '93
STREETS OF RAGE II (Sega)	Jan/Feb '93
STRIDER II (US Gold)	TBA
SUPER WWF (Acclaim)	Out now
SYLVESTER AND TWEETIE (TecMagik)	TBA
SUMMER CHALLENGE (Accolade)	TBA
TERMINATOR 2 (Acclaim)	Out now
TOEJAM & EARL II (Sega)	TBA
TOXIC CRUSADERS (Sega)	TBA
TURTLES (Konami)	Jan/Feb '93
WARP SPEED (Accolade)	TBA
WHERE IN THE WORLD... (EA)	Out now
YOUNG INDIANA JONES	TBA

MASTER SYSTEM

AGASSI TENNIS (TecMagik)	Apr/May '93
BUGS BUNNY (Sega)	TBA
CALIFORNIA GAMES II (Sega)	TBA
CAPTAIN PLANET (Sega)	TBA
HOME ALONE (Sega)	TBA
JAMES BOND (Domark)	March
KRUSTY'S FUN HOUSE (Acclaim)	April '93
MICKEY AND DONALD (Sega)	TBA
PREDATOR II (Acclaim)	Out now
RAD MOBILE (Sega)	TBA
ROBIN HOOD (Virgin)	Mar/Apr '93
ROBOCOD (US Gold)	TBA
SPEEDBALL II (Virgin)	Out now
SPIDER-MAN (Virgin)	TBA
SPIDER-MAN 2 (Acclaim)	April '93
STREETS OF RAGE (Sega)	TBA
SYLVESTER AND TWEETIE (TecMagik)	TBA
TECMO WORLD CUP SOCCER (Sega)	TBA

GAME GEAR

ALIEN 3 (Acclaim)	Out now
BATMAN RETURNS (Sega)	Out now
DOUBLE DRAGON XTRA (Virgin)	TBA
HOME ALONE (Sega)	TBA
KRUSTY'S FUN HOUSE (Acclaim)	April '93
MICKEY AND DONALD (Sega)	TBA
PREDATOR 2 (Acclaim)	March '93
ROBOCOD (US Gold)	TBA
SPIDER-MAN 2 (Acclaim)	April '93
SUPER OFF ROAD (Virgin)	Out now
TALESPIN (Sega)	TBA
THE LITTLE MERMAID (Sega)	TBA
TOM AND JERRY (Sega)	TBA
YOUNG INDY (Sega)	TBA

This is a rough guide to forthcoming releases. Software houses may decide to release games at different times to those stated. TBA (To Be Announced). We'll update the list as often as we can, to delete any that don't look likely and include further releases. Keep your eyes peeled on our news and previews for definite info on release dates.

THE SHOW DID GO ON!

Above: 'Standing room only, folks!' The NEC was packed out when the GamesMaster Live Show came to town! The Sega bus went down a storm, as did the Virtual Reality machines and games.

Hands up who went, then? Come on, all those console and computer freaks who trekked to the NEC between 4–6 December, raise your right hand and say 'aye'!

For those of you who haven't the foggiest idea what we're talking about, that was the venue and dates of the gaming extravaganza that was **GamesMaster Live**!

Those who went know all about the huge queues endured just to play *Sonic 2*. You'll also remember the blinding headache you got on the way home!

But doubtless you took great pride in **Sega**'s stand, go-cart track and graffiti-riddled game buses whupping the ass off **Nintendo**'s puny offering of a 20-foot inflatable plumber (!!) and God knows how many *Street Fighter II* machines (very boring!). Yes, **Sega** reigned supreme in this, one of the biggest video games exhibitions of all time!

Mind your knees and queues!

If you didn't go, here's a rough guide to what you could've seen.

Most of the major software distributors had great big displays, showing off all their latest games on free-play. Some really outdid themselves. **Virgin** teamed up with **Quasar** to give you the chance to play laser tag in a high-tech arena, while **EA** had two big motorbikes rigged up with MDs so you could have a challenge match with a mate on their new blockbuster, *Road Rash 2*!

Besides the big names their were some crackin' smaller stands. The Virtual Reality arena was the most popular of the smaller exhibitors. At its peak, you had to queue for three hours to have a blast in the VR machines! Popular or what?!

But the biggest human hold-ups were found by the *GamesMaster* stage, where Double **Diamond** himself conducted challenges every two hours. The **Sega** challenge was a two-player game of *Sonic 2*. Unfortunately, the players who demonstrated their skills were a bit naff! Sorry, lads, but you let us down a bit. Wimps!

While we're on the subject, look on these pages for news of our very own show! You can meet the Deadheads and give us a run for our money on all the latest games! See ya in February!

PGA GOLF II: WORLD TOUR!

Electronic Arts have just announced the imminent release of *PGA Tour Golf II* for the Mega Drive. The original *PGA Golf* proved very popular, selling over 500,000 units worldwide.

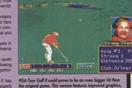
PGA II's scheduled for February release and contains enough new features to keep even the biggest Faldo fans happy! For a start, there are seven unique courses to compete in. These include Eagle Tree, Scottsdale, Avenal and Sterling Shores.

Up to four players can compete with 60 real players in such PGA Tournaments as the Honda Classic, Phoenix Open and the Players Championship.

Extra courses and events aren't the only features worth shouting about! *PGA II* boasts battery backup, allowing players to save tournaments, prize money and performance stats.

As if all that wasn't enough, *PGA Tour Golf II* has improved graphics, four different animated golfers, superb backgrounds and a draw and fade meter. New digitised speech and sound have been included, such as an excited player yelling 'You the man!' (you what?! —Sub Ed) after hitting a perfect tee-shot!

PGA Tour Golf II looks like being a big hit with both sports fans and gamesplayers alike. Check out the official **SEGA FORCE** review soon!



PGA Tour Golf II could prove to be an even bigger hit than the original game. This version features improved graphics, superb sampled speech and loads more options.



First the game, then the sequel, now the comic book! Sonic continues his battles against Robotnik and now he's even faster than ever!

SONIC'S COMIC CAPERS!

Sonicmania's sweeping the States at the moment — the spiky blue hero's even appearing in his own comic book! Published by **Archie Comics**, the new four-colour adventures of Sonic are being released as a mini-series first then eight regular issues.

The stories are set on the planet Mobius and see Sonic The Hedgehog leading a team of brave freedom fighters as they battle Dr Robotnik and his evil polluting robots! Sonic's helped by such friends as Tails, Boomer the Walrus and Princess Sally in his fight against Robotnik.

The comic's going great guns in America and there's every chance it could be published over here in '93! Get ready for even more super-Sonic action!

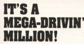
GAME PLAN GIVEAWAY!

25% off Sega software

If you lot are eagle-eyed enough, you're bound to notice an advert in these hallowed pages for the **Game Plan Software Club**. If you haven't, what are you waiting for?!

The **Game Plan Software Club** has some great offers every **Sega** owner should try! Join the club and get 25% off your first two software purchases. Other savings range from £22.50 off two Mega Drive games to £13.75 off two Game Gear titles. Can't be bad! After that, members get regular savings of 10% and selected games at 15% below suggested retail prices. Bargain!

For full details, check out the advert elsewhere in this issue. Start saving those pennies!



IT'S A MEGA-DRIVIN' MILLION!

If **Sega** gets their mitts on the machines, Mega Drive sales figures for 1992 could top a million! Already the final total looks set for over 900,000 units.

Sega have already shipped over 850,000 Mega Drives to the UK and another 60,000 look likely to wend their way to our shores. **Sega** *had* estimated MD sales at around 650,000 for 1992. They've beaten that by miles!

The news comes hot on the heels of **Bandai**'s revelations that the Super Nintendo has already sold 60,000. A final 1992 figure of 675,000 is possible.

Good news for **Sega** in the 8-bit market, too. They've increased their target for Master System sales from 400,000 to 550,000 and targets for the Game Gear have risen from 275,000 to 350,000.

If there's any champagne left over, **Sega**, we know a good home it could go to!

X MARKS THE SPOT!

Win! Win!

There's a rumour going round that you Deadheads reckon you've got what it takes when it comes to tackling superhumans. Well dig this!

Marshal's been telling you about the **X-Men** stuff coming out soon — the animated TV series, board and card games etc — but American company **Toy Biz** are cranking out the coolest gear based on these rough 'n' ready guys. We're talking action figures with incredible powers, a Danger Room for **Cyclops** and **Wolverine** to check out... even full-sized masks of you favourite X'ers.

X-clusive!

We've an exclusive set of **X-Men** stuff for the winner of this crackin' competition. Along with a selection of hard-to-find action figures, you could get a **Cyclops** helmet with electronic sound or a pair of Adamantium claws just like ol' **Wolvie**'s. Wow!

Look at these two pictures below of the superheroes. Identical, aren't they? Wrong! The piccy at the BOTTOM has been altered with the sort of fiendish cunning only a devious mind could conceive. It's your job to spot the six differences and tell us what they are.

Ring the differences clearly on the lower picture, cut it out (or photocopy the page if you can't bear cutting up your SEGA FORCE) and send it, together with your full name and address to: **I'VE SPOTTED THE CYCLOPS, MUM, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. Entries must arrive no later February 4, 1993, and there's every chance you'll grab that **X-Men** booty! Tell us if you don't want to receive any other mailings from any other companies.

Promotional consideration provided by Toy Biz, Inc

Gutter Talk!

Into the sunset...

Get off yer horse and drink yer milk! **Konami**, the arcade specialists, have just finished programming the rootin', tootin' arcade hit, *Sunset Riders!* For those sad people who've never got their mitts on it, you take the part of various gun-slinging, whisky-swigging cowboys, out to stop all manner of rustlers and hustlers!

Sunset Riders is played over a series of sideways-scrolling levels. In some you're on foot, walking around towns, while others see you riding bucking broncos and even running along the backs of stampeding cattle! There's a two-player option so you and a fellow hombre can shoot slugs at the bad guys! Just like Butch 'n' Sundance, innit?

Sunset Riders should be with us early in the year, priced around $60. Catch you later, pardner!



GET YOUR MEGA-CD'S BACK UP!

One of the most frustrating thing about the Mega-CD is the fact that no game has battery backup; recordable CD technology's way too expensive for a console system. Uncompleted games have to be turned off — there's no way to continue exactly where you left off.

But that's all about to change! **Sega** have just released a CD backup RAM cartridge in Japan! This nifty device enables you to save such game information as high scores and player positions from RPGs (very popular in the land of the rising sun!). Simply put the cart in the MD slot as if it were a standard game.

Out in this country early next year, expect this clever gadget to set you back about £35. Definitely something to watch out for!

FLASHY GAMES!

There's a pair of spectacular MD games on the way from our second city's biggest software house, US Gold. Who else should take a gander than local lad PAUL WOODING?

US Gold, those guys and gals from Brummieland, are set to stun MD owners with two ball-blasting, earth-shattering releases. *Super Kick Off* and *Flashback* are big name titles guaranteed to sell by the barrowload. After giving them a thorough going-over, I reckon both deserve a standing ovation.

Ladies and gentlemen, on your feet, please!

Flashback is set in the near future. You play a nuclear scientist, Conrad B Hart, who's discovered that top-ranking military officials and influential politicians are in fact aliens!

They're are using their positions of power to instil panic throughout the world. When the planet's vulnerable, they plan to invade the skies and rule the Earth!

Left: These are just some of the stunning graphics to be seen in US Gold's Flashback! The entire game has a real cinematic feel to it, with in-between game scenes looking like mini movies. The programmers used new graphic routines to achieve these effects.

Can't stand the heat?

Unfortunately for Conrad, the aliens discovered he was getting too close for comfort, so they kidnapped him and erased his memory (why not bump him off and have done with it? —Sub Ed).

But Conrad escaped on a stolen hoverbike and crash-landed deep in a jungle on the aliens' planet, Titan. Armed only with a phaser and his wits, Conrad must find his way back to Earth to warn officials of their impending fate! (Funny, I thought they were all aliens! —Sub Ed).

Conrad has an array of moves that would make James Bond envious; he can run, jump, climb and roll his way out of trouble. This chap should get a gold star for landing in hot water — on virtually every screen there's some extra terrestrial creature waiting to halt his progress. Permanently.

The best graphics EVER!

Those of you with weak hearts and a nervous disposition should be warned. When you clap eyes on the graphics and animation you might do yourself an injury. *Flashback* boasts some of the best graphics and sound ever seen on *ANY* 16-bit console. Even the lads from N-FORCE wanted to buy Mega Drives after clapping their eyes on this!

If you don't believe me, take a look at the screenshots. If they look this good here, imagine what they'll be like on your monitor! And static shots don't even hint at the amazingly realistic animation.

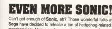
We don't know the exact release date yet, but us lucky MD owners should be able to enjoy *Flashback* some time in April. I can't wait!

And now would you remain standing for...

Super Kick Off

Super Kick Off is without doubt the greatest soccer game of all time. Although its translation to the MS and GG were a success, many budding Jeff Astles (don't you dare say 'who's he?'!) were worried the MD version might be a bit crud!

Fear not, oh ye of little faith! The MD version's ten times better than its 8-bit counter-



EVEN MORE SONIC!

Can't get enough of **Sonic**, eh? Those wonderful folks at **Sega** have decided to release a ton of hedgehog-related merchandise! Now you too can be the envy of your mates with a fetching baseball jacket, T-shirt or watch.

Other items include mugs, kites(?), calendars, badges and cuddly toys. There's also a range of smart carrycases on the way for hauling your MD, MS or GG around in. Most of these items should be in the shops early this year so keep your eyes peeled, deadheads!







Available soon are these way cool Sonic 2 baseball jackets and smart Sega watches!



parts! It's got loads of kit designs and colours and a trendy action replay feature!

But most of all, it's got fantastic playability! You can chip, volley, head and pass your way to glory, all in glorious Technicolor!

Corners the market!

Shots can vary in power and height — you can even swerve the ball to fool the goalie!

Corners can be placed anywhere in the 18-yard box. Fancy drifting a pass over to the far post for you lanky defender to head in? No problem, just select the correct direction and power of the ball!

You can even take direct free-kicks, like Gazza! Two steps and curl it over the wall (you can't burst into tears, though!).

It's not just the playability that makes *Super Kick Off* attractive — it looks great, too. The graphics are solid and well defined. There's no flickering players or disappearing ball here! 'Just' fast-paced football, with realistic and intelligent computer teams who pose a real challenge, even on lower skill levels.

Llace up your boots and don your shin pads! *Super Kick Off* will be with us around April, just in time for the FA Cup! Albion 3, Villa 0!

We're playing for England! En-ger-land! Now's your chance to take on some of the worlds toughest football teams in Super Kick-Off from US Gold! The gameplay is superb, the graphics large enough and sound effects dead cool!

I'VE GOT THE POWER!

Adopting a suitably noble expression of restrained aggression, PAUL WOODING gathers his forces and prepares for an exploratory mission. Take no prisoners, Paz!

Remember *Populous*, the first game to let you play God? Now **Electronic Arts** have announced plans to release its protege, *Powermonger*.

Set in the past, you control a power-hungry warlord. To fulfil your uncontrollable desire for power, you have to conquer a series of islands inhabited by other warlords. Some are puny and easily overcome, others are as cunning as yourself — you need serious use of the old grey matter to snatch victory!

Unlike *Populous*, simply charging into villages and slaughtering the population doesn't work. For one thing, you have a finite number of followers, and although men can be recruited from various villages you find, they don't last long in battle, especially if you're up against a tough nut on a later level.

Get orf moi laand!

The key *Powermonger* is population management. If you conquer a village near a forest, don't enlist all the men into your army; instead, make them invent a weapon! Pikes, cannons, swords, bows, catapults... the list's endless!

Make sure the village has a workshop and easy access to the necessary raw materials. For instance, you can't make cannons or swords if you haven't got access to a tin mine, can you? Wooden swords aren't much cop in a battle!

Real life problems beset your clan from time to time; hunger's one of the worst. Although there are loads of sheep roaming around, there aren't enough to support a big army and all your villages. Luckily, most small villages are self sufficient and survive by farming the land, so leave a few chaps to grow food while you duff-up the local landlord!

Lift that barrel, tote that bail!

If you play a big world game and defeat a larger warlord, he joins your ranks with the remnants of his army. He takes orders from you (via carrier pigeon — honest!) so he'll attack a village for you, recruit men, invent weapons... in fact he even brings you breakfast in bed if you ask him nicely! (Only joking!)

There's loads more to *Powermonger* but you'll have to wait for the full review. But start licking you lips now, 'cos if the name of your game's global domination and you're fed up with blue hedgehogs, *Powermonger*'s right up your street.

We're not sure what this epic arcade strategy game will cost (yet) but it will be with us early next year.

Below: The sleepy town of Ludlow, population five Deadheads and ten sheep! There's loads of towns like this dotted all over the map.





Left: Ugh! Attacked by fat skinheads! Even on Level 1 the action's at a frantic pace. You get loads of stick right from the start so you'd better be smart with the old karate or you're one credit less in no time! Behind you is the weapons shop; you might be tempted to buy a special move, like a flying roundhouse or piledriver. Well wicked!



You know the old saying, 'Two heads are better than one'? Apparently, the same's true for dragons! Those hunky 'n' funky Yanky dudes, the Lee brothers, are at it again! Jimmy's gal's gone to the great McDonalds in the sky... or has she? If they locate the three Rosetta Stones, all will be revealed...



Right: Sword-wielding Samurais are found all over Level 3. They're tough to beat up, since you can't get too near their swords!



Masao prepares to dish out some violence... Oriental style! Battle tough foes and evil guardians!

DOUBLE

They're back — and they haven't even changed their waistcoats! Yep, the boys in blue and red are adventuring yet again. This time, they're after the Rosetta Stones, the fabled jewels which resurrect the dead!

Jimmy's girlfriend, Marion, lay on the Tarmac as stiff as as a board at the end of last adventure, all thanks to the evil Black Shadow Sensei. Jimmy and his bro, Billy, swore to avenge this dastardly deed. They managed to bring the colour back to the young gal's lips but, heavens to Betsy, she's gone and disappeared again!

Dead, or not, this is the lads' last chance. And by golly, do they know it! Fail and Marion's destined to push up daisies forever more!

You've two options: play *DD III* alone as Billy or grab a friend and let Jimmy join in! You fight through several countries in order to recover the three stones. America, China, Japan and Italy are a few of the places you visit.

Don't think you'll encounter the odd thug or two — no way! The Supreme Master knows the power the Sacred Stones possess and won't give them up lightly! Wherever you go, you're gonna have a real tough time!

Thankfully, some of your mates are watching over you. If they think you're having probs, they step in and fight on your behalf. Seime, a big fat git in a blue suit, is a handy bloke to have on your side. Watch that blubber go! Some of your nearest and dearest are karate experts, too, and prove you don't have to be big and muscly to get results!

The moves on offer are limited at first. You can only perform basic punches and kicks, with the odd jump here 'n' there. Enter a shop, however, and you can purchase new 'Tricks'. These pave the way for a varied array of stunts, ranging from back-breaking leg locks to neck-twisting somersaults! All guaranteed to flatten opponents in the blink of an eye!

While in a shop, spend gold coins on extra lives, energy, even the odd weapon (a ball and chain's particularly handy in China). Don't go berserk, you only get a few coins at the start of the game and they ain't gonna last long!

The bad guys are of a particularly vicious nature! In two-player mode, they tend to gang up on one of the heroes and beat the living daylights outta him! Fret not! There's always big brother on hand to perform the Cyclone manoeuvre: a 360-degree spin in mid-air with leg extended! Great!

The end-of-level guardians follow this attack pattern, too, so make sure your mate's the poor sod who gets all the stick! (*You're supposed* to be helping each other! — Ed.)

Watch the clock, though, you don't wanna spend too long fighting. There's a time limit on each level! The longer it takes to oust those villains, the quicker those seconds tick merrily away...

Grabbed the three stones yet? Smart! Your final mission lies in Egypt. Amid the magnificent ruins, you'll find Marion.

But will she recognise you with all those cuts and bruises? Quick, get the Elastoplasts!



They're rough, they're tough and they're ready to kick ass! Billy and Jimmy have their work cut out for them in *DD III* as they take on the world's best fighters.

Left: Some serious Suzuki bashing's required if you're going to avoid the thugs on bikes. Use the flying kick to knock them to the ground.

Below: Gulp! You thought you were the only giant? Think again! Level 2's Bruce Lee has some nasty kicks and spins which can seriously damage your life meter so handle him with care.

Below: That bloke on the horse is untouchable until you reach the end of Level 4, then he dismounts and attacks with his razor-sharp spear! Had a shave this morning?!



Pile on lads! Our hero takes a battering at the hands of the Black Shadow Sensei's warriors. Serious swordplay!

E DRAGON 3



Well here you are, reincarnated as a huge muscle-bound giant! You're in the process of performing one of the tricks you bought. Was it worth the money? Well it certainly has your opponent in a vulnerable position, but standing on your hands leaves you open to attack!

Paul says... 'ONLY FOR FANS OF THE SERIES'

Can't we just go down the pub and forget this flickin' Marion woman?! She's always getting into strife!

So what have we here?

I found nothing terribly new, innovative or exciting about this release. With *Streets Of Rage II* now battling to be top beat-'em-up, *Double Dragon III*'s gonna have one helluva tough fight on its hands.

DD III takes a step back as far as moves are concerned. The original *Double Dragon* wasn't the greatest beat-'em-up on the MD, but at least there were a fairly wide range of manoeuvres. In this, punches, kicks etc are limited. The Tricks you buy only last till you lose a life.

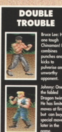
The graphics are well above average. Nice backdrops, good sprites. The sound's great, especially on the Oriental stages — very atmospheric.

Acclaim have grabbed a very average and tired game plot and tried to improve on it. It's certainly a better game than arcade *DD II*, which was absolutely horrendous! But *Double Dragon III* still lacks in the gameplay department, due to poor moves and response time.

All in all, *DD III*'s not a total disaster by any means. It will, however, only tempt fans of the *Double Dragon* series.

PAUL 67%

DOUBLE TROUBLE



Bruce Lee: He's one tough Chinaman! He combines punches and kicks to pulverise any unworthy opponent.

Johnny: One of the fabled Dragon twins. He has limited moves at first but can buy special moves later in the game.

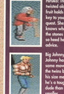


Masao: Skilled in the arts of karate and judo, Masao's a good player to reappear as when you've lost Billy or Johnny.



Horseman: This warrior's perhaps the most difficult to defeat. Don't tackle him head on, pick him off from a safe distance.

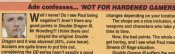
Hiruko: This twisted old fruit holds the key to your quest. She knows where the stones are so heed her advice.



Big Johnny: Johnny has the same moves as the twins but his size means he's a tougher dude than his smaller cousins.

Purple ninja: This oriental meanie's super fast and can divide into another five ninja when he's under the cosh!





Ade confesses... *'NOT FOR HARDENED GAMERS'*

Well I never! Do I see Paul being negative?! Aren't there any good points in *Double Dragon III*, Mr Wooding?! I think there are!

I played the original *Double Dragon* and it was abysmal (43%, June issue). Acclaim are quite brave to put this out, considering the *DD* series hasn't exactly a good track record!

Let's be honest, they've made the best of a bad job. First, the graphics — they're great! The sprites are big and chunky, nicely shaded and well animated. Some of the moves are grand. The leg locks and somersaults are a joy to watch.

Backdrops suit the game no end. The Oriental levels are really atmospheric and the soundtrack's one of the best I've heard on a beat-'em-up. It changes depending on your location.

The shops are a nice inclusion, as are the extra weapons and characters who take your place from time to time.

Now, the bad points. The whole caboodle *does* get boring, and I see what Paul means about the *Streets Of Rage* situation.

Double Dragon III suffers the same fate as the other games — it's a mite too easy. I couldn't recommend it to hardened game freaks. If I were you, Acclaim, I'd end it here.

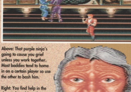
However, *DD III*'s an above average beat-'em-up that won't do the genre any harm.

If you've played any of the *Double Dragon* games, you know what to expect. It's out in March. Try before you buy!

ADE 72%



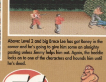
Above: That purple ninja's going to cause you grief unless you work together. Most baddies tend to home in on a certain player so use the other to bash him.

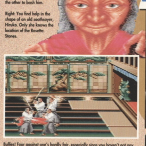


Right: You find help in the shape of an old soothsayer, Hiruko. Only she knows the location of the Rosetta Stones.

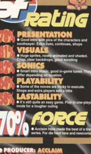


Above: Level 2 and big Bruce Lee has got Roney in the corner and he's going to give him some an almighty pasting unless Jimmy helps him out. Again, the baddie locks on to one of the characters and hounds him until he's dead.





Bullies! Four against one's hardly fair, especially since you haven't got any weapons and they've all got swords! The problem is, when you eventually stand up, you get whacked back down again. This makes for frustrating gameplay and poor lastability, even in two-player mode.



SF Rating

78% PRESENTATION
- Good intro with pics of the characters and soothsayer. Extra lives, continues, shops

81% VISUALS
- Huge sprites, nicely animated and shaded. Crisp, clear backdrops, good scrolling

82% SONICS
- Smart intro music, good in-game tunes. They differ depending on location.

64% PLAYABILITY
- Some of the moves are tricky to execute. Shops and extra players add a little

58% LASTABILITY
- It's still quite an easy game. Play in one-player mode for a tougher outing

70% FORCE
- Acclaim have made the best of a tired series. For die hard fans and newcomers

- PRODUCER: ACCLAIM
- GG: N/A • MS: N/A
- MEMORY: 512K
- PLAYERS: 1-2 • PRICE: £39.99



"ONE OF THE BEST 2-PLAYER MEGADRIVE GAMES EVER!"

Said Mean Machines' Radion playing Micro Machines. He likes it.

THE ORIGINAL Micro Machines SCALE MINIATURES

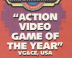
"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards and into snooker pockets - simply brilliant!"
N-Force

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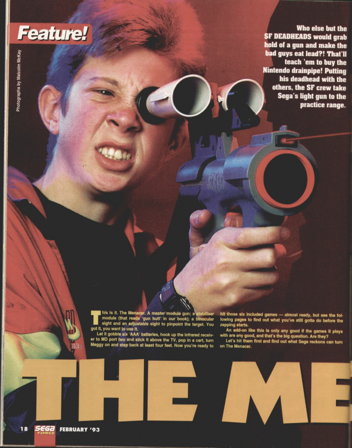
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Photographs by Malcolm McKay

THE ME

Who else but the SF DEADHEADS would grab hold of a gun and make the bad guys eat lead?! That'll teach 'em to buy the Nintendo drainpipe! Putting his deadhead with the others, the SF crew take Sega's light gun to the practice range.

This is it. The Menacer. A master module gun; a stabiliser module (that reads 'gun butt' in our book); a binocular sight and an adjustable sight to pinpoint the target. You got it, you want to use it.

Let it gobble six 'AAA' batteries, hook up the infrared receiver to MD port two and stick it above the TV, pop in a cart, turn Meggy on and step back at least four feet. Now you're ready to hit those six included games — almost ready, but see the following pages to find out what you've still gotta do before the zapping starts.

An add-on like this is only any good if the games it plays with are any good, and that's the big question. Are they?

Let's hit them first and find out what Sega reckons can turn on The Menacer.

The Menacer six-game cart

PEST CONTROL

This is what happens when you're lazy and leave food out in the kitchen — late night visitors come a-calling. Damn, they're horrid!

The drone bees drag bits of pizza to the edge of the screen, while the scummy queens sometimes explode into tiny baby bugs that are even harder to see. let alone smack.

Time to protect that pizza dude! There are no ninja turtles here though! Just you and a handy gun! Use the buttons on the front of the menacer to light up the table top and find out where the bugs are. Wait for 'em to scuttle near the food and then blast away! Later levels get faster as bigger and tougher nasties have a go at your lunch!

You got a hot laser beam — just target on 'em and drill 'em dead! But the catch is that it's dark, remember? All you can see is the small circle of light thrown by your flashlight.

Unless you wanna be stupid and punch another button to illuminate the whole screen, that is. Yeh, you can see it all — but you can't shoot and your energy level's being eaten up faster than the bugs are hittin' that pizza!

Only choice is to put up with it, looking for that light switch that gives a few secs of all-over illumination without penalty and the bug spray that kills everything onscreen.

If you get 'em all before your energy drops flat, you earn more points as you go on to the next, faster level. These little devils act like the real thing. They come in various sizes — small as mites to big and pulsy, moving randomly, disgustingly chomping on the pizza or carrying bits away.

The more you kill, the more they show up. But at least you know you can wipe out two of 'em if they're tight together: shoot right into the midst of their slimy little bodies and watch 'em pop!

48% The graphics aren't bad — the bugs act convincingly — but gameplay's severely limited. Give it ten minutes and you'll be bored stiff.

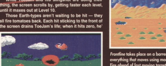
READY, AIM, TOMATOES!

ToeJam and Earl are at it again! You're helping ToeJam fire squishy, ripe tomatoes at a field full of Earth-freaks: those crazed dentists, cherubs, little devils and other surprises — like the Bogeyman who's invisible until he pops into sight and lobs a ripe one right at ya!

Lots of surprises on higher levels, too, but you get more than one chance to clear a level by meeting or exceeding its 'minimum' score. Earl chalks up your score as he licks at his ice cream cone.

While ToeJam and his slingshot are doing their thing, the screen scrolls by, getting faster each level, until it maxes out at Level 10.

Those Earth-types aren't waiting to be hit — they all fire tomatoes back. Each hit sticking to the front of the screen drains ToeJam's life; when it hits zero, he'



Protect Toe-Jam and Earl in *Ready, Aim Tomatoes!* Hit all the targets and gain enough points to reach the next level.

entertains with a dramatic, if overdone, death scene.

Other things affecting the game include the reverse arrow sign, the bomb, star tomato, tornado, wizard and food. Smack that arrow sign to scroll the screen backwards a screen or so. Hitting the bomb zaps everybody onscreen, while the star tomato temporarily turns ToeJam's slingshot into a high-calibre, repeating launcher — a tomato machine gun with infinite ammo.

Truly aggravating is the tornado. It grabs your tomato, spins it around and heaves it back at ya! Hitting the wizard's a good thing. He stops to pray, which freezes the screen and tops up ToeJam's life energy. Hitting any food item restores some life.

Keep an eye on remaining tomatoes. When they're gone you only get one tomato every ten seconds or so. Bogus!

70% Graphically, this is the best of the six. Speech and music are of a high quality, but once again repetition of gameplay means boredom sets in pretty quickly.

FRONTLINE

This is where you *really* waste ammo. It's you versus them. Guess who has to die?

The landscape's barren but there's plenty of traffic heading your way: tanks, jeeps, helicopters, jet planes... Here's the key: IF IT MOVES, BLAST IT!

Nobody hangs around to be shot, they're all moving at great speed. Lay down a spray of machine gun



Frontline takes place on a barren battlefield! Blast everything that moves using machine guns and rockets. Fire ahead of fast moving targets to hit 'em.

fire and white tracer bullets to take them out — you've an unlimited supply.

Use other buttons to launch Anti-Aircraft Missiles (AAMs) to take out anything in the sky with one shot and Anti-Tank Missiles (ATMs) to do the same on the ground. You start every level with only ten of each so use 'em wisely.

It's all reflexes, peripheral vision. No thinkin, just shootin'. You earn more points by hitting the stuff way off in the distance, but while you're point-hopping some tank might singe your ears!

Bullets take a while to rock the targets and you'll have to gauge distances well. Firing an AAM or ATM at the spot where they are means the missile arrives to find that's where they *were*!

22% Dull dull dull! Naff graphics and sound and a very weak scenario give *Frontline* the honour of worst Menacer game.

SPACE STATION DEFENDER

A nice cushy job watching the landscape of an empty planet gets mucked up when insectoid aliens have the hots for your home!

They pop up inside invulnerable metal pods, which open to reveal pug-uglies with laser guns and mean dispositions.





Feature!



There's only one thing between the alien invaders and Earth...YOU! The evil extraterrestrials are using teleport pods as they prepare to attack the planet. Watch as they materialize and remember the order in which the doors open. Use the power bar at the bottom of the screen to replenish your main energy weapon to full strength.

It seems simple enough: wait for the cylinder to open and blast the alien and his pod to bye-bye land. Problem is, it ain't one pod or two but squads of 'em that touch down. If you chose the random opening pattern option you're in for it!

Your control panel shows lives, shield level, points and the current level — there's 999 of them, each with eight alien attack waves. The Power Zone's REAL HELPFUL. Aim the Menacer here to recharge your shot power. You'll need to — harder, faster aliens can't be killed with a single puny shot. Fortunately, this is done for you: those four or five shots drain energy in a single burst.

You think nothing else's happening while you're taking out aliens and pods? Fat chance! Satellites blip by; catch one in your sights and you're rewarded with a bonus shield.

Move quick, fire quicker. Recharge between waves, when things are less manic. And just to keep you on your toes, those pods develop double skins. There's a few other surprises, too. Don't you just love surprises?

58% Average graphics and a seemingly boring plot should make for a naff game, but it's suprisingly playable. Not the best, nor the worst.

WHACKBALL!

This seems a simple one, no enemies or trouble to take on. But it's tough for your nerves 'cause luck plays a big part.



Control a large disk in *Whackball* and change the colours of the blocks. Not a shooting game but still a challenge!

A ball bounces around inside a playfield, surrounded by tiles which border the screen. Tiles change colour when they're hit. Hit them all and you're done. So simple. NOT!

The Menacer's used to move a paddle and smack the ball. Just keep at it, then get a bit frustrated when there's one or two tiles that refuse to be hit. The round's timed, dude, and there's other stuff happening, like the escape hatch. It's real bad news and doesn't stay in one place. If it falls through, you've lost one of your three balls.

Power-up tiles make up for this, but they ain't all pleasant. Whacking the ball against a sticky paddle is; you can hold the ball and easily direct it where you want.

The bad power-ups suck. Lost seconds are especially bad on higher levels, a tiny paddle makes it harder to get that ball where it's needed, but worst is the reset. Exactly — it changes all the tiles back to their original colour.

30% Simplistic graphics and sound aren't helped by totally boring gameplay ill-suited to The Menacer. For severe insomniacs only.

ROCKMAN'S ZONE

Train as an FBI agent, shooting the bad guys and leaving the innocent in peace! Seven city blocks scroll by, with doorways, windows, alleys... all the wrapping of the urban jungle. What you do is simple: fire at the cutouts.

Each level moves at a different pace, with different targets presenting themselves. Check out the info at

Rockman's Zone puts you in the shoes of a tough cop in training! Test out your shooting skills by taking a walk through a police training area. Blast the bad guys as they appear but try not to hit any civilians!

the bottom of the screen: score, lives (you start with five), number of enemies and your accuracy percentage — how many hits you made compared with shots fired.

Cutouts pop out in doors and windows, jocks in underwear, slick chicks checking out the street, dudes with pipes and scum with guns and dynamite. A typical New York street, maybe, but this time you're in charge.

When one of the 'ugly' cutouts show, blast 'em good. Leave the honest folk alone — hitting an innocent takes away a life. You ain't got infinite lives, just infinite ammo.

70% Good graphics and speech in a traditional light gun setting. Not bad, this one, but a little thin on action in places. Private 'tecs'll love it!

Fun with menaces

Just point it at the TV and fire, huh?

Wrong. First you gotta calibrate the gun, and recalibrate when you add or remove the binocs. Activate the onscreen Accu-Sight and get your finger on the trigger. Three additional buttons on the front grip access different functions.

You got a good 18 hours of battery time, so stop wasting time and play something!

Aim the Menacer at the game select screen and it shifts to your game choice. Each game has sub-screens for lockin' and rockin' — making sure the sight's accurate. Selections turn on/off the Accu-Sight. Without it, a bull's eye screen adjusts aim and allows for a little target practice.

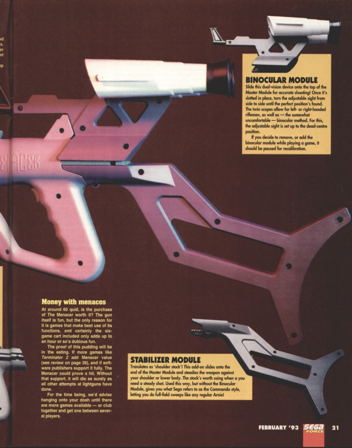
Now let's hit those games!



MASTER MODULE

The firing piece of the gun. This high-tech weapon can be used as a pistol on its own for superb handheld action, or in conjunction with the other add-ons. This is also the part of the gun that holds the six 'AAA' batteries that power the infra-red light beam. The Menacer turns off automatically after 30 seconds of non-use, but make sure it's not pointing at the TV screen or a fluorescent light — in fact playing under fluorescents is not advisable, as it can create some unpredictable results!





BINOCULAR MODULE

Slide this dual-vision device onto the top of the Master Module for accurate shooting! Once it's slotted in place, turn the adjustable sight from side to side until the perfect position's found. The twin scopes allow for left- or right-handed riflemen, as well as — the somewhat uncomfortable — binocular method. For this, the adjustable sight is set up to the dead-centre position.

If you decide to remove, or add the binocular module while playing a game, it should be paused for recalibration.

Money with menaces

At around 60 quid, is the purchase of The Menacer worth it? The gun itself is fun, but the only reason for it is games that make best use of its functions, and certainly the six-game cart included only adds up to an hour or so's dubious fun.

The proof of this pudding will be in the eating. If more games like *Terminator 2* add Menacer value (see review on page 38), and if software publishers support it fully. The Menacer could prove a hit. Without that support, it will die as surely as all other attempts at lightguns have done.

For the time being, we'd advise hanging onto your dosh until there are more games available — or club together and get one between several players.

STABILIZER MODULE

Translates as 'shoulder stock'! This add-on slides onto the end of the Master Module and steadies the weapon against your shoulder or lower body. The stock's worth using when a you need a steady shot. Used this way, but without the Binocular Module, gives you what Sega refers to as the Commando style, letting you do full-field sweeps like any regular Arnie!



USA HERE 'N' NOW

Yep, we suspected as much before — BLACK MARSHAL's entered his second childhood. But when toys 'n' gadgets are this way-out and cool, who's complaining?

'Fraid the holidays are just about done and dead. Didja get good stuff? Best thing I received ('sides all the vid games, natch) was a ***NERF Master Blaster*** from **Kenner Toys**.

This sucker's got the appearance of a Terminator weapon — two barrels you flip end over end for a LOT of destruction. Yes, it's all in fun — popping on a pair of black shades, dirt-kicking boots and a leather jacket and hittin' the streets. 'Course, in NYC, with the steam pipes joltin' white crud into the night sky, who's gonna notice ya?

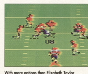
Here's another example of American mentality perverting high-tech for truly 'noble' purposes: You can now order pizza through an interactive link with your cable TV. Using a special remote control, you pop up a menu selector screen and **TV Answer** take your order and forward it to **Domino's Pizza**, who deliver it within 30 minutes. The system's also geared to handle shopping networks like **Sears**.

Only problem is, the special cellular communications box to interface with all this costs about $700. That's a lot of slices — even with extra anchovies, mushrooms and salami.

House news

Latest *Star Trek: Next Generation* news from **Spectrum Holobyte** is the MD version's been moved back to late '93, as the first-up SNESser won't be appearing until next summer. But the good news is the programming boys are working on a completely *new* version for **Sega** CD, crammed with graphics and gameplay. We'll keep you posted.

Electronic Arts keep getting bigger and bigger. Not only are they the largest third party licensee on both the **Sega** and **Nintendo** side, but now they've acquired **Origin Systems**, the



With more options than Elizabeth Taylor choosing wedding photographs, it's everyone's fave EASN game, *John Madden Football*. A pity the name's so similar to cable network ESPN!

guys who make the *Ultima* roleplaying games. We'll probably see *Ultima* games on Mega Drive soon — previously they've been tied to the NES and SNES.

EA finally settled their lawsuit with the sports channel cable network **ESPN**, who didn't take kindly to **EASN** (Electronic Arts Sports Network) being used for their sports line. Basically, both sides sued and counter-sued each other until it began to look like the only winners would be the lawyers. The result: everyone kisses and makes up. End of story.

Big turtles, little reptile

Lots of great video tapes have been coming out lately but one truly bizarre is ***Teenage Mutant Ninja Turtles: The 'Gettin' Down In Your Town' Tour***. It's the live-action foursome performing musical numbers on stage, taken from their touring appearances a few months ago.



Yo! Get down! Get funky! (Get a life! — Ed.) They're not just an ugly face, these Turtles are handy with a bass! When they ain't fightin' with a bo, they put on a hot rock show! Check it out!

Priced at under ten bucks, it's sure to be part and parcel of the ongoing Turtlemania, which, by the way, is celebrating its fifth year. And remember, they all laughed when creators **Kevin Eastman** and **Peter Laird** gave the approval to **Playmates** to license the shellbacks to an unsuspecting world. Now, some millions of dollars later, the laugh track's silent.

Oh, what a handsome little chap! It's the seriously rich (but visually unsavoury) Macauly Caulkin, in the first *Home Alone* movie. Toys were specially created for its 'brilliant' sequel.

Didja catch any hot movies? ***Home Alone 2: Lost In New York*** is the biggy now. I never knew the streets of NYC could be so clean! Only in the movies, huh?

For the first time, toymakers didn't just line up to buy into the licence, they helped *create* toys used for the film. **Tiger Electronics** (best known for their LCD handhelds) worked with director **John Hughes** and made the stuff you see in *Home Alone 2*. So much the better when you want to buy it 'cause it all came out at the same time as the movie.

Tiger time!

The same folks make really hot video game watches — new ones have characters hugging the screens. ***Little Mermaid*** aside (gag me with a spoon!), my favourites are ***Sonic*** and ***Batman Returns***, both with good-sized screens and hard (read 'nearly impossible') to find around New York.

Sonic's platform action, while *Batman* (an all-black watch with his face at the top and yellow buttons) has you taking on thugs, Catwoman and even The Penguin. It features



lots of obnoxious sound effects and plenty of animated action, three stages, built-in high score and melody alarm. Plus the chance to punch-out lots of foes!

And because the **Black Marshal** enjoys seeing the pain and anguish on the faces of the losers, one lucky fart's gonna get a *Batman Returns* watch! But not until next time — 'cause I can't get any right now!

Conventional approach

Conventions are always going on here in NYC. Right now, they're finishing up **Technology 2002**, a three-day meeting of *practical* high-tech. Over 6000 of the country's top engineers and scientists come together to see and share information, while 60,000 square feet of space showcases new inventions and products. That's a lot of hardware!

Some of the stuff is far out, some just at the edge of belief. My favourite's the ***Data Egg*** from the **Jet Propulsion** lab, a handheld device that allows computer text entry with only one hand.

Another show just over is **Photo Expo '93**. While photographically oriented, there was plenty of computerised stuff on hand, plus **Kodak**'s

One of the biggest toy shops in the world: Toys 'R' Us in New York City. This was the scene on Sega's big 'Sonic2sday', a portable satellite dish used to combine live and recorded action.

Photo CD — high-res snaps on disc. I believe these digitised, high resolution images will really take off once every one-hour lab offers the transfers to CD-ROM — but we're still waiting for a local shop that does it.

One thing's for sure, **Kodak**'s commitment to quality combined with a slew of new digital-based software editing/retouching products means Photo CD is here to stay. Within five years, this is gonna change the way we store and manipulate images.

TM

Nope, it ain't Mr Hyde, it's the grubby Penguin, as seen in the blockbuster *Batman Returns* movie. And now he's the star of an LCD game watch, too! Tune in to USA Here 'N' Now next month and you could win one!

Kodak, leading manufacturers of photographic film and paper, now bring the new age of visual technology. Films are developed but their pictures stored on CD and displayed by a unit similar in size to a video recorder. Choose a picture as you would a track on a music CD and it appears on your TV almost immediately. Unlike conventional photos, CD images won't fade or crease — they're pin-sharp however old they are.

Bite back

'Things Change, Remain The Same' Dept: As expected, **CD-I** didn't break much ground in '92, though **Philips** reduced the players to $599 and advertised heavily.

Talk is that the cash drain might affect their other new products, like the digital DCC tape player (which, coincidentally, also appeared with a $599 price point). Maybe the single good thing is CD-ROM's becoming large on the consumer's brain. Good for **Sega** and their player because it's so cheap in comparison.

It's not Big Brother anymore, now it's Big CD. I just heard of a catalogue offering two CD-ROMs for MS-DOS PC systems.

Each disc holds some seven million-plus names, addresses, phone numbers etc of businesses and individuals. Touted as a way to locate old friends and look for specific businesses, it's a smart way to do it but scary nevertheless. CD-quality secrets, eh?

A different kind of movie, that's the latest ***Dracula***, for sure. Full of really bizarre outfits and characters, everybody who makes anything wants a piece of it.

Already stuff's being licensed out. Looking out for the boxed set of 25mm miniatures and a really strange-looking board game from **Leading Edge**, known mostly for their playing card line.

'***Sonic 2sday***' was damn cool here in NYC — **Sega** threw a blast of a party at **Toys 'R' Us**. More celebrities and television cameras than you could spit at! They even managed to get **Tom Kalinske** (**Sega**'s CEO) to kick off the ceremonies.

This first-ever international video game launch combined live footage with taped jazz from Europe and Japan. More than just a press event, *real* folks were encouraged to participate — and BUY, BUY, BUY!!

Sega anticipate sales of two million carts in the US alone, with another two-and-a-half worldwide — that's over four mill! WOW! Just watch those profits soar!



What a horrible man! A terrible beast! Who cares that he's a vampire and responsible for countless grisly deaths — Dracula's in a snog-up situation with Winona Ryder! She's playing Mina in Francis Ford Coppola's interpretation of Stoker's *Dracula* novel, starring Gary Oldman (git!) as Drac.



CAT COMP

Our friend **Don Oriolo**, publisher and present-day artist of ***Felix The Cat*** (his father created the character) has given us one of his special comics, which details the adventures of the wonderful cat — tied in with a shameless plug for Hudson Soft's new game.

Don's done more than just give us a comic to give away, he's SIGNED it on the inside front cover. Put that in a plastic bag, fer sure.

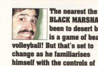
To get this fantastic gift, write in and name at least three comic characters that are now appearing on the Mega Drive. Send to **FELIX THE MAG, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**, to arrive by **12 February**. Cat's the way!





SUPER BA[T

War In The Gulf



The nearest the BLACK MARSHAL's been to desert battle is a game of beach volleyball! But that's set to change as he familiarises himself with the controls of Absolute Entertainment's tank combat sim.

The Abrams battle tank. Mating a jet-turbo engine with a 63-ton chunk of deadly metal, the M1-A1 is probably the most destructive self-propelled beast on the face of the planet. Add an arsenal of sophisticated weaponry and this ain't something most soldiers want to meet up with.

It is, however, the rumbling behemoth star of *Super BattleTank*. With digitised graphics, sampled music and stereo sound effects taken from Gulf War footage and ten authentic Operation Desert Storm missions, this is a battle sim no one can ignore!

In real life, an Abrams crew consists of three highly trained individuals, each with his own skills and purpose. Besides the driver, there's the gunnery officer and a loader. But this time, it's all on your shoulders.

Where there's smoke...

So it's just you, your tank and its ammo. Thankfully, there's plenty of the latter.

You always get a good load of armour-piercing 120mm shells. They make a good impression. Laser-guided shells are real popular; you just aim at the target, wait for the crosshairs to flash, fire and forget about it. Unfortunately, you only get one or two of 'em per mission. Them's the breaks.

Rounding it out are machine guns — fairly useless against anything except mines and stationary targets like SCUDs and buildings — plus a one-shot smoke generator. This little beauty whites out the enemy's view of your tank, giving time to retreat or reposition for a more effective response (ie, blast 'em to Hell). It's that happy little [A] button which fires off the smoke or rounds.

A damage control computer transmits and monitors communications to and from base, as well as informing you of the 'little' problems hits to your vehicle cause.

HIND sight

The enemy has more than just ground-based trouble brewing. There are helicopters — MI24 HINDs. Real bad news, soldier.

Your shells can't do much about them; they're too damn high to fall within your sights, unless they're in the distance, which screws up accuracy. Up close, the only choice is the machine guns. But the HIND is pretty heavily armoured, which makes a lucky shot the only hope. Remember how much damage the machine guns do to other tanks? None!

That leaves you with only one real attack weapon: the laser shells. The bad news is you've only one or two, the good is you can raise the sights right onto those flying suckers and take them out with one fast *KA-BLOOM!* Just be sure the sight's blinking to indicate it's locked on.

So what do you do when a few 'copters are after you, moving so fast in comparison to your 50 mph it seems you're standing still?

Run.

Run?

That's right, run like Hell and get out of there! The smoke generator might help. At least it's an option, but distance is the best defence here.

If it's a night mission, it's harder for the 'copters to lock onto you. Harder for you, too.

That's when you better have your Night Scope up and running. Again and unfortunately, it only functions for a limited period — 30 seconds — and a few times per mission. But it'll enable you to see farther and more clearly in the twilight or darkness, and its value increases with the difficulty of the mission.

You *can* head for an Allied Base (they look like a US flag) and repair, refuel and get the Scope and weapons



Above: An overhead view of the desert. The position of tanks, helicopters and ground missiles are shown so you can plan your next move. Looks like the Americans are in for the kill. A whole mass of tanks either side! Who's gonna be the sad beggar in the middle!

Above: And another one bites the dust! Absolute have taken the gritty realism of tank warfare and created a stunning simulation. It's just like the real thing!

Above: Oh dear! It's decision time, folks! Do you use highly-accurate laser-guided shells on this enemy tank, or blast away with conventional weapons? This is where the pressure mounts and the sweat starts to pour! All you need now is a SCUD missile flying at ya! Not our idea of a jolly Sunday afternoon!

Left: A close up of the instrument panel. You can handle fire control, move the cannon both vertically and horizontally, the sight reacting as desired. Your weapon select option's here, too. Choose armour-piercing and laser-guided shells, machine guns and a smoke generator. Each selection changes the crosshair sight on the viewscreen . Laser-guided shells are real popular! Aim at the target, wait for the crosshair to flash, fire and leave it to its own devices! You don't get many of these.

replenished. Hmmm... guess that goes for the laser, too. Just figured out a way to handle those damned armoured birds...

The bad news is you can't turn tail and run for Base whenever you feel like it — it shuts down after one or more visits, depending on the mission.

Fuel be sorry!

Strategy may seem less important than plain blasting, but remember you get no more ammo or fuel until the mission's accomplished. So if you run out of shells with enemy tanks still out there, you're dead.

One of the most important considerations is fuel conservation. Yeh, I know you wanna go tearing off through the desert, but you gotta realise the baby you're driving gulps fuel like there's no tomorrow.

Use the Long Range Radar map to plan strategy, the easiest way to move around. Going off the map brings you back at the other side — great for big distance leaps. Just watch out for minefields!

Comparisons between a game and its previous incarnation always leads to 'which is better, which is worse' nonsense. Gameplay's the same as the SNES version and graphics are similar. But there *are* some major differences.

First, there's the new Night Scope, useful for seeing terrain and enemies in darkened conditions. And about those enemies — each mission gives an overview of the main enemy weapon to beware of, whether it's a Sov tank, HIND Attack Helicopter, whatever. Yes, this is a minor point compared to the Scope, but knowing what you're going up against is vitally important for survival and victory!

Tips? Use sense, keep moving, don't try and save fuel when approaching a tank that might move out of range — save it for long range travelling. Don't waste laser-guided shells, use them when the situation really requires them (like when a tank's far off and heading away).

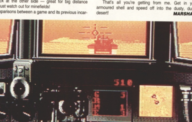
That's all you're getting from me. Get in your armoured shell and speed off into the dusty, dusky desert!

MARSHAL



Above: You're under attack! Bam! Bam! Move your cannon and select a weapon. Time to fight, kids!

Above: Mission Briefing time: it's here you pick up information about SCUD sites and enemy locations. Listen to the big guy carefully, ya hear?!



Above: There's a bright golden haze on the meadow! Damn! He's a big one. Ready! Aim! Fire! The gritty realism of the graphics and the number of enemies really add a helluva lot to this strategy game.



Left: Hit the smoke screen first, then take out the big flashes of light. Time to blast the smaller flashes. You have to be quick — you only get about five seconds to hit the whole lot. A bit unfair, don't you think?

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- **GG: N/A • MS: N/A**
- **MEMORY: 1024K**
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Cart Charts

How's Sonic 2 faired in this month's charts? Need we ask?! The spiky specimen's taken the charts by storm!

OVER TO YOU!

This is the spot where we ask YOU to look into your crystal balls (watch it! —Ed). Have a gander at the Virgin Retail Charts, choose Mega Drive, Master System or Game Gear, and put together what *you* think will be Top Ten on that format next month! We'll have a butcher's through the entries and the game freak who sends in the closest chart wins a fab-a-roony VIRGIN VOUCHER! Pop into your local Virgin store with your voucher and grab a cart FREE OF CHARGE! It's as easy as that! Send your charts to: MY RED HOT TOP TEN, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Don't forget to include your full name and address. Get 'em in — NOW!

MEGA DRIVE



Chopper sim *LHX* from Electronic Arts is a new entry at number two. The MD lacked a decent flight sim until this came along. Great!

1	NE	SONIC 2
2	▼	EURO CLUB SOCCER
3	NE	LHX CHOPPER
4	▼	ALIEN 3
5	▼	TAZ-MANIA
6	▼	SPEEDBALL 2
7	NE	CORPORATION
8	▼	NHLPA '93
9	▼	AYRTON SENNA GP
10	NE	THE TERMINATOR

Well, it's hardly a surprise, is it? Sonic's on top again! His second outing's achieved honours right across the board! Meanwhile, Electronic Arts come up with the goods in the form of *LHX Attack Chopper* and *NHLPA '93*

MASTER SYSTEM

Even though it's a completely different outing to the MD game, *Sonic 2* storms in at Number One in the MS charts. Wonder how long it's gonna stay there? Could Sonic be the Bryan Adams of the console world?!

1	NE	SONIC 2
2	▼	SONIC THE HEDGEHOG
3	→	ENDURO RACER
4	→	PRINCE OF PERSIA
5	▲	ASTERIX
6	▼	WORLD GRAND PRIX
7	NE	THE NINJA
8	▼	THE TERMINATOR
9	NE	TRANSBOT
10	▼	WIMBLEDON TENNIS

A slow month for MS games — many of last month's entries stand firm. The original *Sonic The Hedgehog* crawls to number two, while *Prince Of Persia* starts a fall and *Terminator* plummets to eight. Will it be hasta la vista next month?

GAME GEAR



It's a new entry at number two for our fat prehistoric buddy, Chuck Rock. He's goggin' for the Number One spot! Old Spidey's at number three but appears to be slipping. Get lobbing, Chucky-babes!

1	NE	SONIC 2
2	▼	CHUCK ROCK
3	▼	SPIDER-MAN
4	▼	OLYMPIC GOLD
5	→	SUPER KICK OFF
6	▼	SONIC THE HEDGEHOG
7	NE	MICKEY MOUSE
8	▼	WIMBLEDON TENNIS
9	▼	WONDERBOY DT
10	▼	DONALD DUCK

Unga bunga! Chuck Rock fights for pole position! Our blue buddy, Sonic, just knocks him back into second place. There's plenty of movement in the GG charts: *Wonderboy*, *Mickey Mouse* and the original *Sonic* are on the up!

1	NE	SONIC 2	6	NE	POPILS
2	NE	SPIDER-MAN	7	▼	OLYMPIC GOLD
3	NE	STREETS OF RAGE	8	NE	MARBLE MADNESS
4	NE	CHUCK ROCK	9	NE	WIMBLEDON TENNIS
5	▲	SUPER KICK OFF	10	▼	SONIC

THE GAME FREAKS' CHART!

Who's the lucky winner of a VIRGIN RETAIL VOUCHER this month? It's David Harvey of Watford, Hertfordshire. Out of all the predictions we waded through, his came closest to this month's GAME GEAR chart.

David's crystal ball came up trumps! *Sonic 2*'s at Number One, *Spider-Man, Chuck Rock, Super Kick Off, Olympic Gold, Wimbledon Tennis* and *Sonic the Hedgehog* are all there! Well done, Dave.

As for the rest of ya — keep guessing! That next voucher *could* be yours!


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Calls cost 36p (cheap rate) and 48p (at all other times) per minute, inclusive of VAT. Maximum call charge is £1.98 (cheap rate). If you're living at home with your parents, or if somebody else is paying the phone bill, please ask permission before you call. A winners' list or full list of rules is available by sending an SAE to XPress Winners List/Rules, Sandylands House, Morecambe, Lancs LA3 1DG. No purchase necessary just get hold of your card and get playing!

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Covergift Feature!

Join the BATTLE

Yes! Join in with all the fun of a new set of Steve Jackson Battle Cards, which — thanks to Merlin — you can start collecting free with this issue's starter pack on the cover. Here's the low-down...

Long long ago there existed the distant land of Vangoria which, until his recent death, was ruled over by the Sorcerer-Emperor Vanger.

The only heirs to his throne were Vangor's three sons who were triplets — there was no single eldest son to take the throne. All three sons were jealous of each other which turned Vangoria into a divided land.

Each son had his own continent locked in fierce battle with the others, but ending in stalemate

To the east, separated by the Jharn Peaks, are the Darklands inhabited by the undead minions of the Lord of Darkness, and further west by the Hill Goblin tribes.

South west of the Darklands is Quaine, inhabited by noble Prince Galliant and his band of brave knights who fight against the evil Sorcerer Lord Vengeance and his terrible creations.

Throughout the eastern territories live the Barbarian Warriors, who remain in constant tribal conflict. In the south is Zittonia an evil province ruled over by the equally evil Zheena Nightshade, the High Priestess of Gargantua, the god of evil.

But her time is coming as Aragon Trueblade and the forces of truth begin to break her...

Get the set

This then is the story of Battle Cards. The complete set of 149 cards includes 97 of the heroes, villains and strange creatures inhabiting Vangoria. The other cards feature magic spells, shields, special quests, advanced rules and games that can be played using the Battle Cards system. The object is — as with most trading cards — to collect the set. But as well as swapping, they can be used to fight each other. Battles to the death in the world of Vangoria are a vital feature of Battle Cards!

Battles are made possible by the scratch-off silver ink, like that found on most lottery tickets. When you scratch off the spots there are various symbols relating to wounds, magic, spells etc.

By following the simple rules, Battlecards allows different cards in the set to fight each other to the death.

A fight between two cards isn't Battle Cards' only feature: ten quest cards represent puzzles which are solved by searching through others to find hidden symbols or by studying the text or illustration.

Take the 'Rings of Harrak-Barr' for example. The quest is to find the rings stolen during the siege of Vangor's capital Constantia. Locate the cards that have a ring printed on them and there are five to collect.

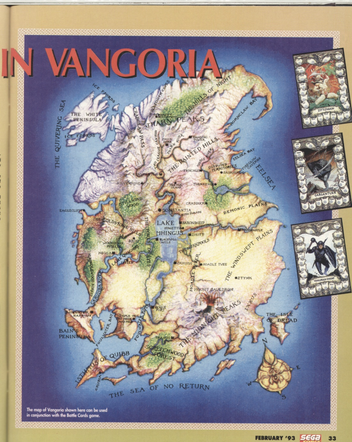
After completing each quest you can claim a reward by sending the card to the publisher. In return you're sent a currency note, used to purchase the rare Wondrous Treasure cards — another set of eight to collect. But these are very rare and obviously don't appear as often as the others.

The artwork for the Battle Cards has been produced by several well known fantasy illustrators, like Les Edwards. If you fancy your hand at producing something as good for SEGA FORCE, see the art competition on page 34!

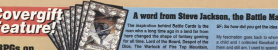
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Basic instructions on the various ways the Battle Cards can be used is printed on the reverse. Scoring hits is done by scratching off the silver overprint on the shields, revealing either a blank — no hit — or symbols (as in the second and fifth shields in the close-up below), which each mean something vital.





The map of Vangoria shown here can be used in conjunction with the Battle Cards game.



Covergift Feature!

RPGs on consoles

There has always been a select — they like to style themselves an *elite* — bunch of diehard roleplayers on computers, but with few exceptions RPGs have not made themselves felt on consoles... at least, not in Britain on Sega machines.

In Japan they're the most popular form of entertainment. So much so that when the (say it under your breath...) Super NES *Dragon Quest V* was released in September, long queues formed outside every shop selling the game. At one the queue was more than 12,000 strong, and two lucky purchasers became unlucky when they were mugged on their way out and their carts stolen by desperate *Dragon Questers*!

Japanese magazines like *Beep Megadrive* devote hundreds of pages a year to the many RPGs. The amount of space devoted to the subject is not surprising when you consider the tonloads of text screens, multiple option selections, battle structures and myriad characters and character attributes that need to be understood.

One reason why these massive, often slow-playing games, have never sold well outside Japan, is that you would have to understand Japanese like a native. And tenatative forays into the US market with translated games have proved disappointing. At the end of the day, over here in the West, we seem to prefer our console action fast, furious and not too text-heavy.

SEGA FORCE has covered Japanese RPGs, such as *Lunar (the Silver Star)* and *Tenkafubu* in past issues, but these are relatively accessible games compared to some. The spread above — from Beep Megadrive's 16-page *Landstalker* special — gives an idea of how complex these games can be!

Win! Win!

We want you to produce your own colour Vangorian Battle Card art. Invent a character — remember to write in the identity in the lower panel — and use the card outline art supplied on the right to trace over (or photocopy if you prefer). Send your entry to BATTLE CARD ART, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW, all entries to be in by 11 February. The winner receives this original Oliver Frey picture for SEGA FORCE, and there are other goodies for the best three runners-up! Get painting!

A word from Steve Jackson, the Battle Master...

The inspiration behind Battle Cards is the man who a long time ago in a land far from here changed the shape of fantasy gaming for all time. Lord of the Board, Despot of the Dice, The Warlock of Fire Top Mountain, Steve Jackson is also the co-founder of the Games Workshop chain of shops. SEGA FORCE grabbed a few precious moments between thows of the dice to talk about the Fantasy Lord's most powerful creation.

SF: Steve, when did you first get involved in fantasy gaming?

From a very early age. I was always a games-freak and had a larger collection of games than any of my friends even when I was at school. That's where I met Ian.

SF: That's Ian Livingstone of *Fighting Fantasy* fame?

Yes. He's my long-time friend and partner who I met through our mutual fascination with gaming. After school I went to Keel University where I started what was probably the first fantasy gaming society in this country.

After Keel I got a summer job looking after birds on a beach in Dorset. But after they'd migrated to Africa I got a job working freelance for *Games and Puzzles* magazine. It was about then I got a call from Ian asking me to come up to London — and that's how Games Workshop started. It was just the two of us, a table and a typewriter in our flat.

Around this time we saw our first copy of *Dungeons and Dragons* and were so amazed and overwhelmed by this game that we set out to promote it. In fact we secured the UK distribution rights for three years with advance orders of only six copies!

That was in 1975 and we opened the first Games Workshop in 1978 to a massive response from the public. We've opened lots more since.

SF: So how did you get the idea for Battle Cards?

My fascination goes back to when I was in Canada as a child and I collected Baseball cards. I was mad on them and still am. I used to spend all my pocket money on the things. I came back to the UK when I was 11 and was devastated to find that there was nothing like them over here.

It wasn't until Games Workshop was running and we were looking around for ideas that I thought about trading cards of my own but with a difference.

SF: What sort of difference?

People would be able to play games with them, they'd form an adventure through a fantasy land of heroes, quests, magic, good and evil. On the other hand you could just collect the set if you wanted to.

Anyway I came up with the basic idea in '83 but we'd got so much else going on at the time at Games Workshop I filed it away for future reference.

Then about a year and a half ago I'd just finished a project and was looking for something do, so I went into the file and out came Battle Cards.

SF: There aren't many successful fantasy roleplaying games on consoles. Do you see a version on a Sega system?

I think the games would transfer well to a console, but there are no plans at present. However if anybody out there is interested in putting it together I like the idea. Yes, why not.

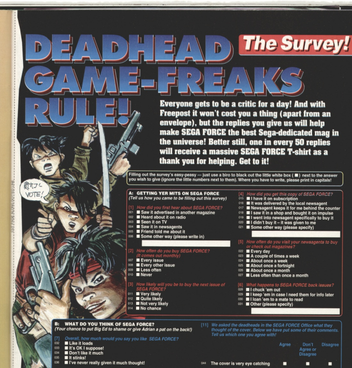
SF: Do you play any Sega games?

I really like *Klax* and *Sonic*, but I've got a PC and lots of other systems too. Yes, I play quite a lot of computer and video games.

And with that we left Steve to wipe out another Vangorian barbarian.

DEADHEAD GAME-FREAKS RULE!

The Survey!



Everyone gets to be a critic for a day! And with Freepost it won't cost you a thing (apart from an envelope), but the replies you give us will help make SEGA FORCE the best Sega-dedicated mag in the universe! Better still, one in every 50 replies will receive a massive SEGA FORCE T-shirt as a thank you for helping. Get to it!

Filling out the survey's easy-peasy — just use a biro to black out the little white box (■) next to the answer you wish to give (ignore the little numbers next to them). Where you have to write, please print in capitals!

A: GETTING YER MITS ON SEGA FORCE
(Tell us how you came to be filling out this survey)

[1] *How did you first hear about SEGA FORCE?*
001 ■ Saw it advertised in another magazine
002 ■ Heard about it on radio
003 ■ Seen it on TV
004 ■ Saw it in newsagents
005 ■ Friend told me about it
006 ■ Some other way (please write in)

[2] *How often do you buy SEGA FORCE? (It comes out monthly)*
007 ■ Every issue
008 ■ Every other issue
009 ■ Less often
010 ■ Never

[3] *How likely will you be to buy the next issue of SEGA FORCE?*
011 ■ Very likely
012 ■ Quite likely
013 ■ Not very likely
014 ■ No chance

[4] *How did you get this copy of SEGA FORCE?*
015 ■ I have it on subscription
016 ■ It was delivered by the local newsagent
017 ■ Newsagent keeps it for me behind the counter
018 ■ I saw it in a shop and bought it on impulse
019 ■ I went into newsagent specifically to buy it
020 ■ I didn't buy it – it was given to me
021 ■ Some other way (please specify)

[5] *How often do you visit your newsagents to buy or check out magazines?*
022 ■ Every day
023 ■ A couple of times a week
024 ■ About once a week
025 ■ About once a fortnight
026 ■ About once a month
027 ■ Less often than once a month

[6] *What happens to SEGA FORCE back issues?*
028 ■ I chuck 'em out
029 ■ I keep 'em in case I need them for info later
030 ■ I loan 'em to a mate to read
031 ■ Other (please specify)

B: WHAT DO YOU THINK OF SEGA FORCE?
(Your chance to put Big Ed to shame or give Adrian a pat on the back!)

[7] *Overall, how much would you say you like SEGA FORCE?*
032 ■ Like it loads
033 ■ It's OK I suppose!
034 ■ Don't like it much
035 ■ It stinks!
036 ■ I've never really given it much thought!

[8] *What do you like best in SEGA FORCE? (please write in)*
037

[9] *What do you hate most about SEGA FORCE? (please write in)*
038

[10] *Turn to the cover of this very issue and tell us if you...*
039 ■ Like it a lot
040 ■ Quite like it
041 ■ Don't like it much
042 ■ Hate it!
043 ■ I've never really given it much thought!

[11] *We asked the deadheads in the SEGA FORCE Office what they thought of the cover. Below we have put some of their comments. Tell us which one you agree with!*

		Agree	Don't Agree or Disagree	Disagree
044	The cover is very eye catching	■	■	■
045	It makes SF look value for money	■	■	■
046	It gives a good idea of what's inside this issue of SEGA FORCE	■	■	■
047	It makes me want to look inside	■	■	■
048	There's too much on it!	■	■	■
049	I love the artwork	■	■	■
050	I think the cover looks out of date	■	■	■

The Survey!

B: WHAT DO YOU THINK OF SEGA FORCE?

(Continued from the previous page... carry on ticking!)

[12] *Below we've listed the sort of things you're likely to find in SEGA FORCE every month. We want to know if you think we've got the right level of coverage – so tick the box closest to your opinion...*

		Too Much	About Right	Too Little	Don't Know
051	News (Gutter Talk)	■	■	■	■
052	Editorial comment (Gotcha!)	■	■	■	■
053	Game previews (Previews!)	■	■	■	■
054	Mega Drive reviews	■	■	■	■
055	Master System reviews	■	■	■	■
056	Game Gear reviews	■	■	■	■
057	USA news (USA Here'n'now)	■	■	■	■
058	Charts (Virgin Cart Charts)	■	■	■	■
059	Game related features	■	■	■	■
060	Other features (interviews etc)	■	■	■	■
061	Tips (Cheat's Chamber/Pittstop)	■	■	■	■
062	Letters (Guttersnipe)	■	■	■	■
063	High Scores (Deadhead set)	■	■	■	■
064	Competitions (Win! Win!)	■	■	■	■
065	Club card (Deadhead Xpress)	■	■	■	■
066	Classifed Ads	■	■	■	■
067	Centrefold Poster	■	■	■	■

[13] *How useful do you find the Force ratings used in the reviews section of SEGA FORCE?*

068 ■ Very useful
069 ■ Quite useful
070 ■ Not very useful
071 ■ Not at all useful

[14] *If you have seen/bought any of the games reviewed in SEGA FORCE how does our review compare with your opinion of the game?*

072 ■ SEGA FORCE got it spot on
073 ■ SEGA FORCE over rated it
074 ■ SEGA FORCE under rated it
075 ■ I haven't bought/seen any games reviewed in SEGA FORCE

[15] *Who do you trust most when reading reviews and comments?*

076 ■ Adrian Pitt
077 ■ Warren Lapworth
078 ■ Mat Yeo
079 ■ Paul Wooding

[16] [a] *If SEGA FORCE is not your favourite Sega magazine tell us which one is... (write in)*

080

[b] *Why is it better than SEGA FORCE?*

081

[c] *What is your second favourite Sega magazine?*

082

[17] *Who is your favourite writer on SEGA FORCE?*

083 ■ Adrian Pitt
084 ■ Mat Yeo
085 ■ Warren Lapworth
086 ■ Paul Wooding
087 ■ Gut

[18] *What do you think of SEGA FORCE screen shots?*

088 ■ They're great
089 ■ They are OK
090 ■ They are too bright
091 ■ They are too dark
092 ■ Other (please write in)

[19] *What do you think of the game maps in SEGA FORCE?*

093 ■ They are really really useful
094 ■ They are quite handy
095 ■ I don't mind them (but don't use them much)
096 ■ They take up too much space
097 ■ They are a complete waste of time!
098 ■ Other (please write in)

[20] *We asked the deadheads in the SEGA FORCE Office what they thought of the Oliver Frey illustrations. Below we've put some of their comments. Tell us which ones you most agree with!*

		Agree	Don't Agree or Disagree	Disagree
099	The illustrations add loads of atmosphere	■	■	■
100	They distract from the page	■	■	■
101	Sometimes they're too violent	■	■	■
102	They could be more violent	■	■	■
103	They add nothing important to the mag	■	■	■

C: ABOUT YOU

(When we get nosey you'd better watch out!)

[21] *Sex: (do not reply "Yes please")*

104 ■ Male ■ Female

[22] *Age (please write in)*

[23] *What Sega machine do you own?*

105 ■ Mega Drive ■ Master System ■ Game Gear

[24] *The SEGA FORCE crew are starting a special panel of deadheads who will be invited to take part in the production of the magazine each month. Panel members will be contacted from time-to-time to answer questions about how to improve SEGA FORCE and to give opinions for use in news and features. There are only 50 panel places available. Would you like to be considered for the SEGA FORCE reader panel?*

106 ■ Yes ■ No

[25] *What is your telephone number? (If you are under 12 we won't contact you unless the last section on this form has been signed)*

[26] *People wishing to join the panel should enclose a colour photograph if possible. Have you?*

■ Yup! my photo is enclosed
■ Nope, I haven't got any photos of myself!
■ Nope, but I don't want to join the panel anyhow!

AFFIX PHOTO HERE

[27] *What's the best time to contact you by telephone? (please write in)*

[28] *Please write your full name and address here (NEATLY!)*

Name

Address

County Postcode

[29] *If you are under 12 and want to join the Deadhead panel please get your mum, dad or guardian (but not your big brother or best mate at school) to sign here to say it's OK with them...*

I consent to the applicant being contacted by the editorial team of SEGA FORCE from time to time and I don't mind SEGA FORCE writing directly to him/her now and again.

Signed Date

That's it! Thank you if you've helped us towards giving you an even better SEGA FORCE, and don't forget, every one in 50 replies will receive a T-shirt emblazoned with SEGA FORCE! Closing date for entries is 1 March 1993. Cut the page out from the mag, pop it in an envelope (don't affix a stamp, it's free!) and send it to:

DEADHEAD SURVEY (14) SEGA FORCE, Europress Impact, FREEPOST, Ludlow, Shropshire SY8 1BR

FULL FORCE

Probably the best reviewing system in the World!

LOTUS TURBO

68 It's here at last! If you're sick of your computer owner mates gloating about this classic racer, fret no more 'cos now it's on MD! Race alone or head-to-head. It's brilliant!





T2

38 Well, he did say he'd be back! And Arnie surely is — and in fine style. This coin-op conversion's damn near perfect and really comes into its own when you plug in the Menacer light gun! Blast away at the Terminator army of the future then step back in time!



THE AVENGERS

72 Marvel Comics' noble band of heroes take on the combined might of the Red Skull and his motley band of villains!

ROAD RASH II

48 More split-screen antics in Electronic Arts' stunning new sequel! Set to top even the original game's sales, two players thrash each other with bike chains as they battle for the Road Rash crown. Strap on yer knee pads, lads!



SF Rating

99% PRESENTATION
● This tells you how much effort's been put into the front end — how professional is the game?

99% VISUALS
● What are the graphics like? Animation? Here's your at-a-glance guide to how the game looks

99% SONICS
● Ear-blasting, atmospheric FX? Or sad wimp-out bleeps? We'll tell ya here

99% PLAYABILITY
● Are the controls difficult? Is the game fresh and original to get into? Have a gander...

99% LASTABILITY
● Are you gonna complete the game in an hour or a year? Will it last to give value for money?

99% FORCE
● If you want the overall SEGA FORCE opinion, this is the place to look!

LET'S FACE IT!

While reading the reviews, you'll find a couple of comments boxes. If you wanna know how the reviewer feels about the game in general, take a look at the mugshot and have a butcher's at the comment running above the box. If the game's a birrova anti-climax, Woz pulls the face at the top. If it's a stunner, you'll see the piccy at the bottom. Keep your eyes peeled for the Sumo wrestler, too. He appears in the SF ratings box. If he's flashing his ass at you, the game's a bit of a bummer!

FORCE CONTROL

+ ● Take a look at this likkle box and we'll let you know if the D-button's responsive or not and how well the characters move onscreen.

1 ● This is the MS/GG Force Control box. If you wanna know what button [1] does during the game, have a gander here.

2 ● If button [2] serves any useful purpose, we'll give ya the lowdown. Keep your eyes open for the [A], [B], [C] Mega Drive boxes, too.

SEGA FORCE SMASH

Reviewed!

An elastic band and a ball of paper ain't enough! A ruler and ink pellet won't do! It's an Uzi or nothin'... 'cept maybe the new Menacer light gun.



Left: Level 1 is set in the post-nuclear world of 2029. Terminators roam the barren landscape looking for humans to destroy. Armed with basic weaponry, you have been sent to help the resistance in their struggle. Blast the enemy machines when they appear and collect power-ups from the boxes scattered along the ground. Stay cool and keep firing!

The world as we know it will end on August 27th, 1997. At least that's how things might be if Cyberdyne Systems install their new intelligent defence system in a few years time!

Shortly after being switched on, the computer gains intelligence and decides humanity is weak and must be destroyed! The holocaust that follows wipes out three billion people. From the ashes of the devastation, the machines rise to exterminate the survivors of a once-living world!

The resistance forces are few in number but strong in spirit. Led by John Connor, they're fighting a desperate war against the future killers.

Welcome to the year 2029! This is the world Arnold Schwarzenegger travelled back from, in *The Terminator*, to kill a young Sarah Connor. The sequel appeared last year and became one of the highest grossing films of all time!

Now Acclaim (those masters of cool film games!) have released *T2: The Arcade Game*! This arcade-perfect conversion has you in control of a friendly Terminator. The action's seen through the machine's eyes as you move a cursor around the screen, blasting all that you see!

The action begins in the future as the resistance fighters are struggling to fend off hordes of enemy machines. HKs (Hunter Killers) attack from above while Terminators march toward the screen, blasting and throwing grenades! Move the cursor over an enemy and use button [A] to fire your machine gun.

Extra weapons can be picked up by blasting open boxes littered around the battlefield. Your gun heats up quickly so collect cooling units as well as ammo, missiles, extra lives and continues.

Avoid hitting the human fighters and destroy the massive guardian at the end! Later levels are set in the resistance base and a smelting plant where the terrible T1000's lurking!

Two-player mode enables you and a friend to blast the metal monsters as a team! *T2* can also be played using the new Sega Menacer. What more could you ask for? Hasta la vista, baby!

Above: Later levels take place back in the 20th century. This part of the game you defend Sarah Connor as she tries to blow up the Cyberdyne labs.

Above: Pick up a weapon for the first time and a diagram appears showing what's been picked up. The Rapid Fire Recharge increases the gun's speed.

Paul snarls... 'MINDLESS, FAST-PACED ACTION'

Anyone who's seen the film knows Arnie has his work cut out for him. And anyone who's played the arcade game knows it's flickin' hard to get past the third level! For you bods who reckon the MD version's gonna be a bit easier, forget it, wimps! It's as tough as its arcade counterpart, and just as playable due to the Menacer option. If you're one of the lucky kids who had Sega's answer to the Uzi stuffed in your Christmas stocking, you're in for a treat. And those of who weren't so lucky, don't fret, it's just as playable on the joypad!

The demo and intro screens are full of digitised pics from the film. In-game graphics are very futuristic and the Terminators and vehicles look extremely sinister!

The action starts at a frantic pace and never lets up, so you often lose the gunsight among all the explosions and gunfire. That's not a massive gripe, but the colour of the gunsight might have been a little brighter to make it easier to spot.

Most of the speech and sound FX are taken from the film so turn up the volume to get the adrenalin pumpin' and the Terminator terminating!

Arnie's arcade outing's one of the best *Operation Wolf*-style games to grace the MD. It's tough (the third level's nigh-on impossible) and has enough variety to stay on your playlist for quite a while.

If you've got a Menacer, this is a must — it beats the bundled cart's games hands down. If you don't own a Menacer, buy it anyway! It's mindless, fast-paced action and damn good fun!

PAUL 92%

FORCE CONTROL

- Use the direction pad to guide the cursor around the screen. Place it on a target and fire to score a hit. Use the joypad to select options.
- A: Button [A] is used to fire your main weapon. Hold down for repeated fire but remember to keep collecting extra ammo and cooling units.
- B: Use button [B] to launch missiles at targets. The missiles are in short supply so use them wisely! Collect extra missiles from the weapons boxes.
- C: Button [C] launches a massive energy attack at the Terminators which should... Well actually it doesn't do anything at all! Sorry folks!

TERMI...

The Arcade Game



ARNIE'S ARSENAL

TERMINATOR CONTINUE: Collect these icons as soon as they appear! They increase the amount of continues available.

HOMING MISSILE: Useful for causing maximum damage. Extra missiles are dotted around the place and can be added to your supply.

COOLING UNIT: Constant fire tends to heat up your gun so pick up these units to cool the gun down. A hot weapon is no use to anyone!

EXTRA AMMO: Start the game with a limited amount of ammo but there's loads to collect during the game. Also gives extra points.

LOCK AND LOAD

T2 is the first big name game that can be played using the new Menacer light gun. Use the gun in one-player mode for accurate and devastating action! In two-player mode though, one Menacer and one joypad have to be used. This is because the infra red sensor has to be plugged into port 2. The light gun is faster than the joypad and works really well from a distance. The gun's target sight also increases the accuracy level.

The Terminators have some heavy duty firepower backing them up! Missiles can be stopped easily but the guardian is tougher! Take out the guns first and then aim for the head. Hit the body to finish it off but watch out for the fireballs and Terminators that appear! Collect extra firepower from the boxes below.

Above: T2 makes full use of the new Sega Menacer light gun! The game is best played with one Menacer and a joypad. The Menacer is extremely accurate whereas the Joypad can sometimes be slow when moving around.



Mat gasps... 'SUPERB!'

The arcade light gun game, *Terminator 2*, has been out for about a year now and already Acclaim have snapped up the licence and produced a stonkingly-good MD game!

T2 has got it all! Superb graphics, excellent sampled speech and great gameplay! This is also the first big name game to support the Menacer light gun.

Okay, so you can't use two Menacers, but *T2* works superbly with just joypads. Get a mate to help you and it becomes even more intense!

The screen's constantly filled with laser-blasting Terminators, hovering HKs and other death-dealing devices! Starting the game with five continues helps — you can be sure you'll need 'em!

Extra weapons are a must 'cos the Terminators get tougher and faster! It's best to aim for the head for a quick kill — hitting the body area wastes precious seconds.

Soundwise, the music's atmospheric enough and adds to the mood. The sampled speech is spot-on, with such classic Arnie phrases as 'I'll be back!' and 'Terminated!'.

Once again, the excellent Probe team have programmed a stunner of a game. They've done the movie proud! Other software houses take note: this is how a movie conversion should be done!

MAT 93%

After escaping from the Cyberdyne building, the good guys steal an LAPD truck. Unfortunately, the T-1000 is hot on their heels in a borrowed helicopter! Defend the truck from the 'copter attack by hitting it as soon as it appears. If the T-1000 collides with the truck, John Connor dies and the machines win!

Left: 'Now listen here son..'! Arnie gives the young John Connor an ear bending that he'll never forget! Poor kid!

Above: Protect John Connor as he drives to the Terminators main teleporter base.

Above: A future soldier takes cover as a wave of Hunter-Killers fly over! Blast the missiles and HKs to score maximum points then proceed to the next level!

The final showdown takes place in an ore smelting factory. The T-1000 has cornered our heroes there and is about to finish them off! It attacks with it's pistol first and uses a powerful punch! Stop it by blasting the cannisters floating down the screen. These cause the liquid nitrogen truck to explode, freezing the mad machine!

SF Rating

90% PRESENTATION
● Superb opening screen featuring T2 logo. Menacer option, continues, sound test

92% VISUALS
● Arcade-perfect graphics, massive well drawn figures and superb onscreen effects

86% SONICS
● Great music thumps along in the background, amazing sampled speech

83% PLAYABILITY
● Joypad control is sometimes slow and unresponsive. Much better with the Menacer

84% LASTABILITY
● Tricky to get through but if you complete it there isn't much point in playing again

92% FORCE
● A stunning arcade conversion of a hot film! Get a Menacer then get a copy!

● PRODUCER: ACCLAIM
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1-2 ● PRICE: £39.99


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MEGA DRIVE MD Reviewed!

The MD hits Hype City as the BIG boys of American wrestling grab and grapple their way to glory! In a contest more rigged than a South Atlantic trawler, the Deadheads play a game of tag!

If you think a flying clothes line is the work of a poltergeist, you're obviously a bit clueless on the subject of WWF wrestling. The 'sport' (we use the term loosely) that's swept through America and Britain's younger generation can now be sampled by us MD owners. If you fancy beating up the Bulldog or hurting the Hulk, read on!

WWF Super Wrestlemania lets you compete in four different matches. One-on-One's a straightforward bout of wrestling. Tag Team involves two, two-man teams battling it out for the first pindown, while Survivor Series puts two teams of four wrestlers against each other, wrestlers eliminated after a defeat.

The last match is a tournament where you fight and defeat all the wrestlers to become the King of the Ring! All the games have a two-player option so you can grope and grapple your mates to your heart's content!

When you're in the ring, be alert at all times (Britain needs more lerts!) (ho-bloody-ho —Sub Ed). If you let your opponent get too close he'll be in with a quick piledriver before you can say Big Daddy!

The key is to string your moves together smoothly. As soon as you grab your opponent, select your next move, or they'll resist your flying clothesline attack and make you the dodo who's eating canvas! Now go and play with the big boys!

Above: Not content with simply scrapping in the ring, the lads have decided to go beyond the ropes and wrestle!

Mat gasps... 'T'RRIFIC!'

There's nothing I like better than sitting in front of the TV, watching two grown men wearing tights and knocking each other senseless! Ah yes! Saturday afternoons have never been the same since Hulk Hogan and his spandex-wearing friends popped onto our screens! Long gone are the days when wrestling was a boring old sport. Today it's big business — wrestlers get the full Hollywood movie star treatment!

Flying Edge have hopped onto the WWF bandwagon and produced a truly t'rrific MD wrestling game! I was chuffed to bits when I found all my fave wrestlers were here, each with a whole heap of special moves. Master the moves and you'll be tossing opponents left, right and centre!

The four different events give *Wrestlemania* lastability and keep the boredom factor down. Visuals are good. Each wrestler's instantly recognisable — the main sprites are massive! But with all the action being set in the same old ring, match after match, the appeal soon wanes.

Soundwise, it lacks an in-game tune but the thumping sound FX more than make up for it!

The main problem is the lack of gameplay. Most moves are made accidently and performing even the most basic of actions (such as tagging) is frustrating.

It's hardly the best fighting game around but wrestling fans should certainly give it a whirl!

MAT 82%

Left: The Hulk's playing a game of tag! In a tag-team game, the wrestlers do a high five when they want to change over. The best tactic in these matches is to wear the opponent down with one wrestler and use his partner to finish him off!
Another tip is to use the kick move, as it's easily done and very effective! Plus the fact the throws are hard to master.

Above: Play fair! The Ultimate Warrior demonstrates the best method to use when an opponent's on the floor, stomp on his privates! As any man will tell you, a quick stomp in that region can bring a grown man to tears!

WWF SUPER WRE



FORCE CONTROL

- **+** Move your wrestler around the ring, and allow him to climb the turnbuckle if he's standing in any of the corners.
- **A** Locks an opponent, performs a headbutt, does a hiptoss when running, and pulls your opponent up of the floor when he's down.
- **B** Kicks when standing, and press with C to perform special move. When running it does a clothesline. Jumps you off the turnbuckle.
- **C** Punches when standing, performs a flying dropkick when running, and stomps on your opponent when he's down for the count.

THE MAGNIFICENT SEVEN–PLUS ONE!

The British Bulldog: Coming from Leeds and looking like a truck with dreadlocks, the bulldog has built up quite a reputation over in the States.

Hulk Hogan: Everybody knows this guy! With more golden hair than Blondie he's earned himself the title of the good guy of WWF

Irwin R Schyster: Would you like this man doing your tax returns? Irwin is a calculating boxer, so always expect the worst from this tricky taxman.

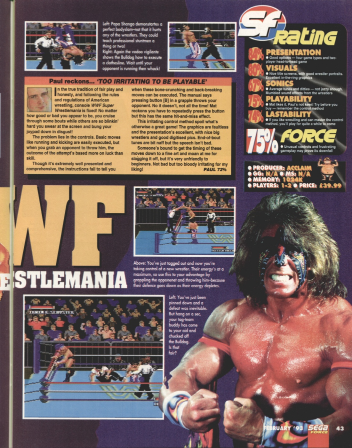
Papa Shango: Being named after a fruit drink had a profound effect on Papa. He spent all of his childhood in a gym, training to become WWf Number One!

Randy Savage: This wrestler's rapidly becoming the WWF's number one, a combination of raw aggression and extreme skill means Randy is handy!

Shaun Michaels: Big head. big muscles and big trouble! Shaun's one of the few people who's actually as good as they say they are. Don't you feel sick!

Ted Dibibase: Wealthy and crooked, this wrestler's the Robert Maxwell af the WWF, so don't put it past him to bribe the ref when you wrestle him!

The Ultimate Warrior: This wrestler looks mean. His scary looks coupled with his face paint can out psyche an opponent even before the bout starts!



Left: Papa Shango demonstrates a perfect bodyslam–not that it hurts any of the wrestlers. They could teach professional stuntmen a thing or two!
Right: Again the vodoo vigilante shows the Bulldog how to execute a clothesline. Wait until your opponent is running then whack!

Paul reckons... 'TOO IRRITATING TO BE PLAYABLE'

In the true tradition of fair play and honesty, and following the rules and regulations of American wrestling, console *WWF Super Wrestlemania* is fixed! No matter how good or bad you appear to be, you cruise through some bouts while others are so blinkin' hard you swear at the screen and bung your joypad down in disgust!

The problem lies in the controls. Basic moves like running and kicking are easily executed, but when you grab an opponent to throw him, the outcome of the attempt's based more on luck than skill.

Though it's extremely well presented and comprehensive, the instructions fail to tell you when these bone-crunching and back-breaking moves can be executed. The manual says pressing button [B] in a grapple throws your opponent. No it doesn't, not all the time! Mat reckons you have to repeatedly press the button but this has the same hit-and-miss effect.

This irritating control method spoil what's otherwise a great game! The graphics are faultless and the presentation's excellent, with nice big wrestlers and good digitised pics. End-of-bout tunes are bit naff but the speech isn't bad.

Someone's bound to get the timing of these moves down to a fine art and moan at me for slagging it off, but it's very unfriendly to beginners. Not bad but too bloody irritating for my liking!

PAUL 72%

SF Rating

84% PRESENTATION
● Good options — four game types and two-player head-to-head game

80% VISUALS
● Nice title screens, with good wrestler portraits. Excellent in-the-ring graphics

67% SONICS
● Average tunes and ditties — not jazzy enough. Mumbled sound effects from the wrestlers

75% PLAYABILITY
● Mat likes it, Paul's not keen! Try before you buy — remember the control method

74% LASTABILITY
● If you like wrestling and can master the control method, you'll play for quite a while to come

75% FORCE
● Unusual controls and frustrating gameplay may prove its downfall

● PRODUCER: ACCLAIM
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1–2 ● PRICE: £39.99

WWF WRESTLEMANIA

Above: You've just tagged out and now you're taking control of a new wrestler. Their energy's at a maximum, so use this to your advantage by grappling the opponenet and throwing him–because their defence goes down as their energy depletes.

Left: You've just been pinned down and a defeat was inevitable. But hang on a sec, your tag-team buddy has come to your aid and chucked off the Bulldog. Is that fair?



More brutal than 20 angry Alsatians and as deluxe as a top of the range BMW, the SF Deadheads reckon they're the coolest kids on the block.



Left: Being a good manager and making the right decisions is crucial to Brutal Deluxe's success in the competitions. Credits are limited so use them wisely. Would a new player be worth buying? Or could the credits be used to improve the whole team? Decisions like these divide the men from the mice!

SPEEDBALL

The world was hungry for a new sport, more aggressive than football, more vicious than the lions' cage at Dudley Zoo!

The kids got restless and created their own! The Government legalised it, Channel Four televised it, huge stadiums were built and official leagues created. Speedball was born! You take control of a team of rookies, Brutal Deluxe. You've got the potential but have you got the skill to take them to victory?

Choose a two-player 'friendly' match, one-player exhibition game or enter the league, where the aim's to take your team from the depths of the second division to the top of the first! Or take part in a knockout competition for the ultimate prize: the Speedball 2 trophy!

Before every match you take care of managerial decisions: which players to buy and sell, who should play in which position and what attributes should be improved. Credits can be spent on improving attributes of individual players, formations or the whole team.

The ball's spat into the middle of the arena and the match is underway! To get the ball simply run over it, or jump and catch it in the air. A well-timed tackle knocks opponents off their feet and steals the ball.

You can score in many ways. The easiest way is to find your star wall and chuck the ball against it. The next is to find the two bounce domes in the middle of the park and bung the ball at 'em — every time you hit them you get two points!

The most profitable way of scoring is to throw the ball into your opponent's goal. The easiest way is to charge the ball using an electric dome.

Now when you throw the ball it can knock three opposing players out of the way!

You can also score by seriously injuring an opposing player! If he's carried off you earn ten points! All the above points can be increased by throwing the ball into score multipliers found on either side of the pitch.

To help you in your quest for glory, you can pick up loads of helpful icons. Some have instant effect, others improve players' attributes throughout the season. All should help you score more points and help you take Brutal Deluxe into Speedball history! SF

Above: You've got the ball and you're in front of goal, now what do you do? The best tactic is to throw it straight at the goalie, then when he picks it up slide tackle him!



BRUTAL BONUSES

Manic: Run over this icon and things go barmy for a short while. Every players attributes are bumped up to full! The action gets fast and frantic.

Frezze: The best icon you can collect. All the opposing players are stuck to the spot for a short time, allowing you to score points galore.

Armour: These pick-ups are few and far between. They last for the whole game so these are well worth looking out for – this one increases defence.

Coin: Each coin is worth 100 credits. You'll need to collect loads of these if you intend to buy the star players that are available to you.

Transfer: This icon is a pain in the backside. It gives the team who collects it automatic control of the ball via their centre- forward.

Sunglasses: Another icon that lasts the whole of the game. This one boosts the intelligence of the player who picked it up.

Mat grumbles... *'JUST TOO DULL'*

Oh great! *Speedball 2* appears on yet another Sega system and it just keep getting worse!

I'll be honest (that makes a change! —Dep Ed), I'm not a big fan of the *Speedball* series. The MD conversion was bearable but every version of this futuristic footie game lacks real fun. Each game's set in the same grey arena with two teams of identically dressed players knocking the crap out of each other in a vain attempt to grab hold of a shiny ball!

Okay, so there's a bit of excitement at first but it soon wears off. The basic idea's sound enough but the MS hasn't got the capabilities to do it justice.

The main sprites are large enough but their movements are too jerky at times. Performing simple shots can be a bit of a nightmare when the opposing team constantly knocks you over or sends the ball flying out of your hands!

So there you have it. Frustrating gameplay, low interest factor. If you must play this violent future sport, give the MD version a spin.

MAT 69%



Above: It's playtime and my, don't the children play rough! There's no second chance with these guys, so you better make sure you're good enough to beat them.

Right: Goal! and what a stunner it was, you're centre-forward came charging in and threw it at the goalkeeper, no sooner had he picked it up then WHAM! He was tackled by the winger who then had the simple task of chucking the ball in the goal! Simple and effective it's what SB2's about.

Paul growls... 'BLOODY PLAYABLE!'

At last! The best 8-bit console gets the best sports sim ever invented! Smart!

Those of you who love extreme violence will love *Speedball 2* — these blokes make Vinny Jones look like a nursery teacher! They're lean, mean and ready to tear the heads off any team that isn't up to scratch! You'd better be a bit tasty at ball-swerving or they'll have you for breakfast!

None of the feel of the game's been lost in its conversion to 8-bit, and although the graphics and sound aren't nearly as good as its big brother's, they're more than adequate.

But the one reason why everybody with an MS should buy this is it's so bloody playable. It doesn't matter if you've won the cup or finished top of the league for the hundredth season in a row, it loses none of its appeal.

The management side gives it that extra depth over straight sports sims and the host of pick-ups and extras make every game different from the last. The computer teams vary in style so tactics which work against one team may not be so successful against another; you've got to be adaptable!

If you've got an MS and like sports games, buy *Speedball 2* pronto. If you're not a sports fan, check out it first... *then* buy it!

PAUL 87%

As you can see from the map, there are loads of domes and ramps which help or hinder you.

Use the chutes and tubes on the walls to launch the ball into the air.

Once the ball's launched, get in there quick! Grab it and head for the goal.

Left: Ugly bunch ain't they!? But these shady-looking characters are the lads that are going to take Brutal Deluxe to the top of the Speedball League. This is the team selection stage, subsitute injured players, and decide who has to be sold if you've got a new star player.

SF Rating

82% PRESENTATION
● Nice intro and helpful options. Management screen layout's slightly confusing

86% VISUALS
● Not the most stunning MS graphics but good nonetheless

78% SONICS
● Good tunes and sound effects throughout the game

88% PLAYABILITY
● Takes a few goes to get used to then it's all second nature

92% LASTABILITY
● Love it or hate it, learn how to play it and it'll last for ages!

78% FORCE
● One most original sports sims around for the MS

● PRODUCER: VIRGIN
● MD: OUT ● GG: TBA
● MEMORY: 256K
● PLAYERS: 1-2 ● PRICE: £34.99

GAME GEAR 99 Reviewed!

Vast, lumbering machines are commonplace in Game Freak Alley. Mat barges his way to work in an Abrams battletank, Ade drives a JCB earthmover, Paul trucks along in a 16-wheel HGV... Warren perches on a sit 'n' drive lawnmower!



Driving around the dirt track is a hazardous occupation. Water jumps, ramps and tight corners are just some the obstacles that have to be overcome if you're going to win the championship. One tip is to only use nitros on open straights, that way you won't be catapulted into a bank should you lose control! Another hint is to release the accelerator as you go into a bend — it's easier to steer round it.

SUPER OFF ROAD

It's time to take control of an absolute MONSTER! You may have seen those massive vehicles on American TV and wondered what it's like too drive a huge truck. Now's your chance!

Super Off Road puts you behind the wheel of a 'Bigfoot'-type truck as you race around a tricky course packed with pits, ramps and manic drivers out to stop you at any cost! Steer around course after course, avoiding obstacles as you go.

Along the way, pick up as much cash as possible to spend on extra items. Choose wisely on better shock absorbers, new tyres or more nitro. Nitros give your truck an extra speed boost!

If tackling three computer-controlled opponents is too easy for ya, use a Gear-to-Gear cable to hook you and a friend up to the same game!

The pace is manic and the action non-stop! You need all your wits about you to keep this monster on the road!

Mat grins... *'A GREAT RACING GAME!'*

Virgin have taken a great coin-op and given it the full GG treatment! Those little scamps at Virgin have a knack for smart conversions and this is no exception! The chance to drive one of those massive 4x4 behemoths is now within reach of anyone with a GG!

I didn't think *Off Road* would convert well onto the handheld but I needn't have worried! Even though the trucks are minuscule, the graphics are brilliant! It's a bit tricky controlling the monster machines at first, but once you get the knack of it, you're soon racing round like a turbo-charged nutter!

There are loads of obstacles to avoid, such as water-filled pits, speed ramps and, of course, those tricky corners! Don't slow down, though — those other drivers are right on your tail!

The courses get trickier and your opponents get nastier! Remember to use that nitro sparingly 'cos it could give you the edge at the end of a race. You may need it!

The two-player game's a riot, you and a friend battling it out for supremacy of the track. The trucks bounce around like hyperactive bunnies — multiple pile-ups are inevitable!

If you're looking for a simple, fun yet challenging game, *Super Off Road* could be right up your street! **MAT 89%**

GAME GEAR 99 Reviewed! BATMAN RE

The dramatic, swooping movements of the cowled Batman and the harsh, foreboding streets of Gotham City are the perfect complement to Game Freak Alley.

When the nights are dark and the streets are cold, the scum of the city emerge. Criminals gather to cause untold misery to the citizens of this towering metropolis.

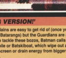
Welcome to Gotham City. The only hope for the people lies in the form of a winged vigilante who prowls the streets at night. The Batman strives to save the innocent and stop the guilty!

However, Batman himself is under suspicion of a crime he did not commit. The hideous half man creature, The Penguin, has teamed up with another villain, Catwoman, to have him convicted of murder!

You take control of the Caped Crusader in this platform action game and guide him through five challenging levels. You're armed with Batarangs, which can be programmed for different strengths, and a special weapon, in the form of the Batmobile or Batskiboat.

Each level has two routes and each section ends with a tough guardian! Battle your way through the snow-covered Gotham streets, across the high rooftops and down into the sewers to face The Penguin himself!

You must finish all levels and defeat the mad villain to clear your name and free Gotham City from terrible crooks!



Mat gasps... *'STUNNING GG VERSION!'*



After the dismal MD version of *Batman Returns*, I was hardly jumping for joy when the GG version arrived!

But wait a moment! This is great! The programmers have taken a completely different look at the hit movie and come up with one of the best GG games of 1992!

Action's viewed from the side as you guide Batman through five challenging stages. Batman uses his grappling hook to reach high ledges and swing from building to building. The main sprite's small but well defined as he strides down the wintery Gotham streets, cape flapping in the breeze.

Most villains are easy to get rid of (once you master the Batarangs) but the Guardians are a bit tougher! To tackle these bozos, Batman calls up the Batmobile or Batskiboat, which wipe out all villains onscreen or drain energy from bigger opponents.

Batman Returns sticks closer to the movie than the MD version. It's also a lot more fun to play! At first glance you'd think it's just a *Shinobi* clone but it's better than that. In fact, my only gripe is I finished it first time! Yep, it's just too easy!

If you've seen *Batman Returns* on the big screen it's worth checking out the small screen version. It's a winner! **MAT 89%**



Paul reveals... 'STONKINGLY GOOD!'

This was great in the arcades but didn't translate too well to console. Thankfully, the GG version has been programmed well and the end result's a stonkingly good game!

Superb graphics and fantastic gameplay combine well to make this the best racing game on the Game Gear to date. Everything from the arcade version has been included: the tracks, the money, the women... The lot!

The GG's been starved of a good racing game so this is like a breath of fresh air to us handheld owners. The trucks move at a fair old pace; it takes a high degree of skill to keep the big 4x4s on course and not perched up against the ramps and hills that litter the tracks.

Overhead view racing games are always in short supply and when they do appear, they're usually pretty dire. *Super Off Road Racer*, however, is one of the few Game Gear releases well worth buying. If you're popping out to buy a GG cart in the near future and don't fancy the platform romps that are all the rage at the moment, buy this little package. It's a winner!

PAUL 85%

You're on the start grid, and the chequered flag's raised... They're off! If you've spent your money wisely, you've probably equipped your truck with a better rate of acceleration. This gives you that vital extra speed off the start and lets you get in a commanding position early on in the race! Picking up money and spending it wisely is just as important as winning races. The other racers get faster and more cunning the further you get in the game, so upgrading your truck's essential.

SF Rating

67% PRESENTATION
● Nifty opening, featuring a rather well-endowed young lady! No continues, two-player option

90% VISUALS
● Small but smart graphics coupled with smooth movement adds to the fun

72% SONICS
● Nothing amazing on the sound front but there some realistic engine noises

83% PLAYABILITY
● Controls are very responsive. Trucks sometimes skid too much but handle well

86% LASTABILITY
● Fun for beginners and a challenge for hardened gamesplayers. Lack of continues is a pain

87% FORCE
● A smart racing game. Takes skill to master but you won't switch it off!

● PRODUCER: VIRGIN
● MD: OUT ● MS: N/A
● MEMORY: 128K
● PLAYERS: 1-2 ● PRICE: £TBA

...ETURNS

The heavily rubber-armoured movie Batman catches his breath during a handy break in the action. Jump, fire and swing smartly away. 'It's really crate!'

Keep your eyes open when leaping on crates, blocks etc. There are lives, energy pills and the like dotted around on higher levels. Use ya hook to reach 'em.

Ade smiles... 'A CLASS GAME GEAR PRODUCT'

Spider-Man on Game Gear turned out to be a helluva lot better than the Mega Drive version. The latest superhero to grace the small screen gets the same treatment!

The Game Gear version of *Batman Returns* is far better than its 16-bit counterpart. For a start, the gameplay's completely different. The levels have drastically altered and you choose one of two routes at the start of each round. A nice touch this. It improves gameplay no end, as some routes are tougher than others.

Having said that (oh dear, it's time for a negative statement! —Ed), I've a feeling *Batman Returns* may not be tough *enough*. There are only five stages and I managed to reach the beginning of Round 3 on my first attempt! A shame, really, 'cos as we've seen before, many GG games suffer the same problem.

The grappling hook takes a bit of getting used to. I got a little frustrated with the control system at first, but after five or ten minutes, I knew what was what and playability came to the fore.

As with *Spider-Man*, the Game Gear proves it can throw up some corking graphics. All sprites and backdrops are great. Batman himself and the end-of-level villains (the circus strongman, Catwoman etc) are well animated. Sonics are good, with decent themes and above-average spot FX.

Batman Returns is another class GG product, superb to play, let down only by its lack of challenge.

ADE 79%

SF Rating

86% PRESENTATION
● Superb opening sequence and stunning title screen, unlimited continues

91% VISUALS
● Small yet well defined sprites, colourful backdrops and massive guardians

78% SONICS
● No *Batman Returns* soundtrack. *Shinobi*-type music and sound FX

82% PLAYABILITY
● Tricky to master the grappling hook but Batman responds well

66% LASTABILITY
● Easy to complete in one day, no matter which route you take. No long lasting appeal

84% FORCE
● A great film game that suffers from a lack of challenge

● PRODUCER: SEGA
● MD: OUT ● MS: N/A
● MEMORY: 256K
● PLAYERS: 1 ● PRICE: £24.99

More terrifying than the M25 at peak period, Road Rash II burns onto the Mega Drive to rev up a storm! The SEGA FORCE Deadheads don helmet and leathers and prepare for yet more rubber-squealin', head-reelin' action! Hit the gas!



It's time to put the pedal to the metal and burn some rubber! *Road Rash 2* puts you in control of a top-of-he-range cycle. Using all your skill and racing talents, you compete against other vicious riders to win various events. But this is no ordinary bike game! Your opponents use clubs, chains and fists to stop you winning! So twist that throttle and hit the road!





Remember to keep the throttle open all the time when you're on long stretches of road.

Let's get one thing straight: this ain't no ordinary race. It takes place on highways and by-ways in everyday rush hour traffic! Treacherous, huh? Well, yeah, but danger's half the fun.

The other half's the violence! In this race, maiming's encouraged! If you're not man enough to poke a pointy stick in the eyes of your opponents, you're hardly worthy of the Road Rasher title.

Road Rash II's a souped-up version of the original smash. It's been tweaked a little, with a few features added for good measure.

The most obvious is the simultaneous two-player option. You can still play alone, or take turns with a friend, but Split Screen mode and the Mano Mano section's where *Road Rash II* comes to the fore.

In Split Screen, the gameplay's the same, only the graphics are smaller. You race against each other in the Road Rash League, with 14 other bikers. In Mano Mano, the pair of you race alone, thwacking the pooh-pooh out of each other with fists, chains and truncheons.

There are five Road Rash Leagues, each with five races to complete before there's a chance of promotion. The landscapes throw up a whole host of obstacles. In Alaska, the Gold Rush track's scattered with debris. Tennessee's Smokin' Mountain route has boulders, oil slicks, road signs, trees and deer to dodge.

Winning races is a slog and a half! If you qualify, there's mega-dosh to be won. Once you've amassed a big enough wad, why not pop in the bike shop? If you've grabbed $38,000 (not likely! —Dep Ed), the 170mph Diablo1000N dream machine can be yours!

Fret not! The password system may help bump up your spondoolies.

Phew! Pretty good, considering *we* thought 'burning rubber' meant putting your likkle bathtime ducky in the microwave! SF





ROAD RA

Paul zooms... *'GOOD, BUT NOT STARTLINGLY DIFFERENT'*

I have to admit, I'm completely clueless when it comes to bikes. In fact, when my mate told me he'd bought a Yamaha, I asked him what tunes he could play!

Road Rash was one of the best-selling MD games — so have EA improved or regressed? From what I can see, they've made little change to gameplay but improved on options and playability.

You now have an increased choice of bikes to buy and ride. Ultra-lites, nitro-injected and super bikes are available to the budding Barry Sheen, but be warned, some bikes are too fast to control! You can also buy the cassette single of *Born To Be Wild* to play along to, because in-game music's a bit naff!

The graphics are the same as the original so don't expect any stunning-looking bikes or crash scenes. There are new hazards to avoid, however, and the police have a habit of parking square across the road!

What could possibly make you want to buy this game, then, if you've already got *Road Rash*? Not much. The use of weapons and two-player option are the only major new points. If you haven't got *Road Rash*, buy this immediately. The gameplay's good, it's fun in one- or two-player mode and it has a long shelf life. If you've got the original, it's another case of try before you buy.

PAUL 82%



The biggest obstacles to avoid in *Road Rash 2* are the cars. They pop up at all the wrong moments and you lose valuable seconds if you hit one! Watch out for them coming over the horizon and take quick action to avoid a smash! Try to knock your opponents into 'em as well!



Banzai 600: Now this is every Hell's Angel's dream machine! A high-powered nitro engine and ultra-lightweight design. Flashy!

Banzai 7.11: Not the best bike on the market, but high powered and relatively cheap compared to the orther machines.

Panda 500: Bog standard racing bike, you start off with this one, and unless you earn enough money you're stuck with it!

Shuriken 1000: Big and bright, the Shuriken range are the bikes you need if you fancy a bit more ramming than racing!

Shuriken 400: The baby of the range, not really worth the dosh unless you're desperate for a new machine. Save up for the 1000.

Ade vrooms... 'CONTROLLING YOUR BIKE'S A DODDLE'

Here we go again! Another Electronic Arts game that warrants a split comment!

For those who haven't got the original *Road Rash*, this part's for you: Expect a cracking racing game. For a start, the player options are magic! Split Screen and Mano Mano make a great change from the usual one player/take it in turns format.

The sheer speed of the races is terrific and controlling your bike's an absolute doddle — it's 100% responsive and moves like a dream.

The graphic effects are fabulous. Leaping over bumps, crashing the bike etc are all beautifully executed. I love the way your rider picks himself up after a disaster, brushes himself off and runs after his trusty Shuriken.

The number of levels and different terrain make a challenging sim. The violence factor adds to the fun. Grab the chain as soon as you can, it's the best weapon by far!

Now, for those who've got the original *Road Rash*: Unfortunately, the programmers haven't included anything stunningly new. The formula's the same as the first game. Perhaps a more varied array of tracks should've been included? Motorways, for example?

Road Rash impresarios should find the same tactics they used in the original apply here. Although it's a tad more challenging, it's plain sailing if you remember how to handle bends, leaps, cars, other bikes and policemen. The redeeming factor is the two-player option, but I don't reckon it's worthy of purchase for this alone.

If you've played its predecessor to death, think seriously before buying *Road Rash II*. If you're a newcomer and enjoy racing games, *Road Rash II*'s a definite winner.

ADE 87%

OUCH! Collide with anything on the road and you and your bike comes to sticky end! If you're separated from your machine, don't panic! Just pick yourself up, dust yourself off and nip back to get the bike. If you hit a policeman, though, you find yourself busted!

Above: No cutting corners, ya hear? Stay as close to the white lines as you can when approaching a bend, or your mate (right) may have to pick you up off the Tarmac!

If you're separated from your bike, just hot foot it back to your machine and get racing again as soon as possible!

BUSTED! Another one bites the dust! Take a corner too quickly and you end up flat on your face with your bike a hundred feet down the road! Have a smash anywhere near a motorcycle cop and you find yourself doing time behind bars! Knock the cops off the road with a punch!

LOOK OUT! You need some serious biking skills to get out of scrapes like this one! Go to the right and you get busted, go to the left and you get a face full of metal! How do you get out of this one? Hmm, how's about a sharp kick to the biker on the right? Yeah, why not?!

If you're not in the top ten bikes to cross the finish line, you'll get to see this end sequence! You're bike disintergrates!

SF Rating

92% PRESENTATION
- 15 bikes, 25 different races, password system, bike shop, good character screens for riders

89% VISUALS
- The sense of speed the graphics create is amazing. Good 3D perspective, nice bike animation

74% SONICS
- Good FX, similar to the original. A selection of funky themes by music ace Rob Hubbard

90% PLAYABILITY
- Two-player mode bumps this score up no end. Fun to play, easy to control

92% LASTABILITY
- One-player mode's difficult. Overall, incredibly addictive and a real challenge

85% FORCE
- A great MD racer. Take a step back if you've got the original — it's too similar

- PRODUCER: ELECTRONIC ARTS
- GG: N/A ● MS: N/A
- MEMORY: 1024K
- PLAYERS: 1-2 ● PRICE: £39.99


The SEGA FORCE
CHEAT CHAMBER
Playing Tips!
PULL OUT AND KEEP!
Move over, Ade, your time has come,
you lost the battle, the new boy's won!
PAUL WOODING grabs tips by the throat,
it's his turn now to scoff and gloat!
All the tricks 'n' traps you need,
while other mags' cheats have gone to seed.
There's maps galore and player's guides,
he's crammin' 'em in, no tip he hides.
Ladies 'n' gentlefolk, boys and ghouls,
make way for the SEGA FORCE Tipsmaster...
Bitched this month!
ALIEN3
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PLUS!
LEMMING-MANIA!
Take a look at the maps we ve cooked up for this superb MD game! They're all you need to crack even the toughest levels!
PULL OUT HERE!

THE COLOUR OF MONEY!



WIN 50 SPONDOOLIES HERE!

You won't find moths in Paul's wallet! He's got £150 to give away! For the three TIPSTERS OF THE MONTH, there are 50 big ones EACH up for grabs! If you've never sent cheats 'n' tips to a magazine before, now's your chance. If you win, spend the dosh on a brand new cart and make ya mates green with envy! Or maybe buy Ade a leaving card for services rendered in the tips section?! You know it makes sense!

Roll up, one and all! Here's your chance to walk away with 50 big ones! Yep, £50 to be had! Send us your best tips, cheats or maps and the cash could be yours!

Welcome, oh weird and wonderful tip fiends! Master Of Deception, **Paul Wooding** here, broadcasting live from the **SEGA FORCE** Cheat Chamber, deep under the gutters of Game Freak Alley.

I thought I'd put **Ade** into retirement! He's had his day — the wimp! It's *my* turn to take your hints and tips by the horns and give 'em a ruddy good thrashing!

Over the past couple of months, many of your tips and the big prize giveaways have taken a back seat due to that wretched spiky blue thing and me old mate from Gaul, Asterix. Now *I'm* in charge, we'll put things straight! (Oi! Watch it! I'm still 'ere, ya know! —Ade.)

If you've cracked your fave MS, MD or GG games, I wanna hear about it. £50 wings its way to each TIPSTER OF THE MONTH. I award one of those titles to the sender of the best bucketload of maps. So get scribbling and send your cheats, tips and maps to: **THE CHEAT CHAMBER, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.** The best of luck!

LOOK, MUM — IT'S ME!

Yep! You too can be famous! You see enough of our reviewer heads in the magazine — let's see more of you lot!

When you send your tips and maps, take the time to include a mugshot of yourself. A photo booth piccy, holiday snap, school photo (yuk!), it's up to you. Something to save and show the grandchildren if you appear! Watch out for autograph hunters, though!

MAPPY TALKING

On a dusty shelf deep in the bowels of The Cheat Chamber, there lies a file choc-full to bursting with maps drawn by yourselves. Once a month, that file's taken off the shelf by our designer, **Ian**, and its contents examined with a fine tooth comb. The best set of maps he chooses are transformed from simple line drawings into Technicolor masterpieces! Just take a look at **M. A. Mendham**'s *Alien 3* maps to see what I mean!

Have YOU mapped one of your **Sega** games? No matter what system it's on, it *may* deserve a place in these hallowed pages! Get cracking! Make sure your maps are clear, well-detailed and have a key if necessary.

Send your works of art to: **THE CHEAT CHAMBER, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.** Remember, £50 is yours if your maps are chosen. Good luck!

Above: This is how it's done kids! Play the game, map it as well as you can and chuck the flickin' thing in the post to us! It doesn't have to be a masterpiece, just do your best and make it clear. There's £50 up for grabs every month, so start scribbling!

KEY

Air ducts: Use these cramped passages to guide Ripley to the hostages. Watch out for Aliens lurking in them. Use a grenade to clear the way.

Doorways: Use the control boxes to open the doors.

Exit: Once all the prisoners have been rescued, move quickly to the exit.

Hidden passages: For extra bonuses, try leaping at walls. Bonus rooms are hidden!

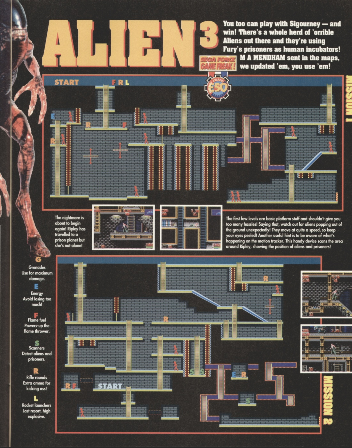
Hostages: Find the prisoners before the timer runs out or else they'll be killed!

Ladders: These help Ripley to reach other levels. Be careful! Aliens sometimes lurk on them, so fire first before moving up or down.

Lifts: There are levels where seems to be nowhere to go. Wait patiently and a lift usually appears to whisk Ripley away. Time jumps correctly to land on other platforms.

ALIEN 3

You too can play with Sigourney — and win! There's a whole herd of 'orrible Aliens out there and they're using Fury's prisoners as human incubators! M A MENDHAM sent in the maps, we updated 'em, you use 'em!



The nightmare is about to begin again! Ripley has travelled to a prison planet but she's not alone!

The first few levels are basic platform stuff and shouldn't give you too many hassles! Saying that, watch out for aliens popping out of the ground unexpectedly! They move at quite a speed, so keep your eyes peeled! Another useful hint is to be aware of what's happening on the motion tracker. This handy device scans the area around Ripley, showing the position of aliens and prisoners!

G
Grenades
Use for maximum damage.

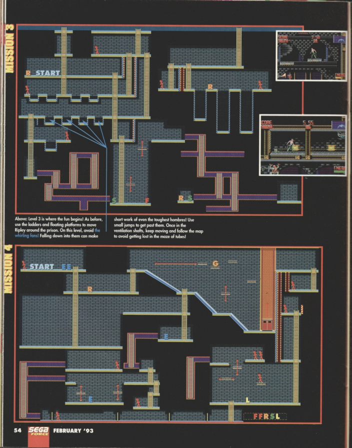
E
Energy
Avoid losing too much!

F
Flame fuel
Powers-up the flame thrower.

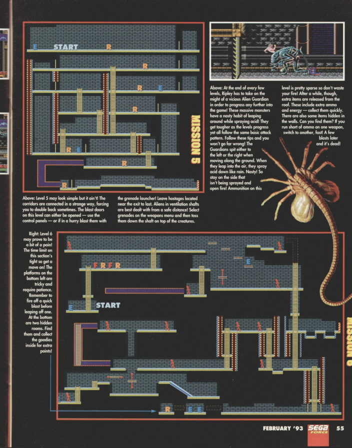
S
Scanners
Detect aliens and prisoners.

R
Rifle rounds
Extra ammo for kicking ass!

L
Rocket launchers
Last resort, high explosive.



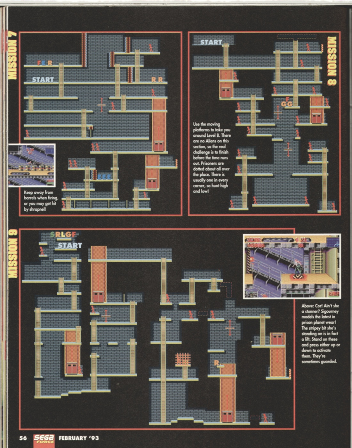
Above: Level 3 is where the fun begins! As before, use the ladders and floating platforms to move Ripley around the prison. On this level, avoid the whirling fans! Falling down into them can make short work of even the toughest hombres! Use small jumps to get past them. Once in the ventilation shafts, keep moving and follow the map to avoid getting lost in the maze of tubes!



Above: At the end of every few levels, Ripley has to take on the might of a vicious Alien Guardian in order to progress any further into the game! These massive monsters have a nasty habit of leaping around while spraying acid! They get tougher as the levels progress yet all follow the same basic attack pattern. Follow these tips and you won't go far wrong! The Guardians spit either to the left or the right when moving along the ground. When they leap into the air, they spray acid down like rain. Nasty! So stay on the side that isn't being sprayed and open fire! Ammunition on this level is pretty sparse so don't waste your fire! After a while, though, extra items are released from the roof. These include extra ammo and energy — collect them quickly. There are also some items hidden in the walls. Can you find them? If you run short of ammo on one weapon, switch to another, fast! A few blasts later and it's dead!

Above: Level 5 may look simple but it ain't! The corridors are connected in a strange way, forcing you to double back sometimes. The blast doors on this level can either be opened — use the control panels — or if in a hurry blast them with the grenade launcher! Leave hostages located near the exit to last. Aliens in ventilation shafts are best dealt with from a safe distance! Select grenades on the weapons menu and then toss them down the shaft on top of the creatures.

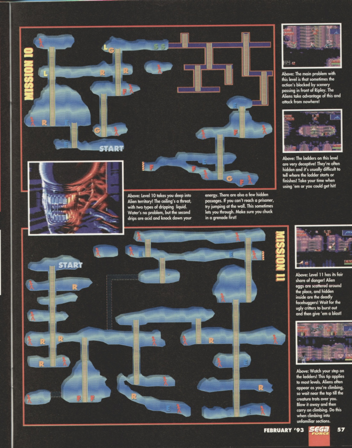
Right: Level 6 may prove to be a bit of a pain! The time limit on this section's tight so get a move on! The platforms on the bottom left are tricky and require patience. Remember to fire off a quick blast before leaping off one. At the bottom are two hidden rooms. Find them and collect the goodies inside for extra points!



Keep away from barrels when firing, or you may get hit by shrapnel!

Use the moving platforms to take you around Level 8. There are no Aliens on this section, so the real challenge is to finish before the time runs out. Prisoners are dotted about all over the place. There is usually one in every corner, so hunt high and low!

Above: Cor! Ain't she a stunner? Sigourney models the latest in prison planet wear! The stripey bit she's standing on is in fact a lift. Stand on these and press either up or down to activate them. They're sometimes guarded.



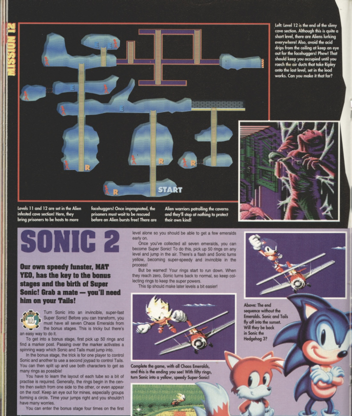
Above: The main problem with this level is that sometimes the action's blocked by scenery passing in front of Ripley. The Aliens take advantage of this and attack from nowhere!

Above: The ladders on this level are very deceptive! They're often hidden and it's usually difficult to tell where the ladder starts or finishes! Take your time when using 'em or you could get hit!

Above: Level 10 takes you deep into Alien territory! The ceiling's a threat, with two types of dripping liquid. Water's no problem, but the second drips are acid and knock down your energy. There are also a few hidden passages. If you can't reach a prisoner, try jumping at the wall. This sometimes lets you through. Make sure you chuck in a grenade first!

Above: Level 11 has its fair share of danger! Alien eggs are scattered around the place, and hidden inside are the deadly facehuggers! Wait for the ugly critters to burst out and then give 'em a blast!

Above: Watch your step on the ladders! This tip applies to most levels. Aliens often appear as you're climbing, so wait near the top till the creature trots over you. Blow it away and then carry on climbing. Do this when climbing into unfamiliar sections.



Left: Level 12 is the end of the slimy cave section. Although this is quite a short level, there are Aliens lurking everywhere! Also, avoid the acid drips from the ceiling at keep an eye out for the facehuggers! Phew! That should keep you occupied until you raech the air ducts that take Ripley onto the last level, set in the lead works. Can you make it that far?

Levels 11 and 12 are set in the Alien infested cave section! Here, they bring prisoners to be hosts to more facehuggers! Once impregnated, the prisoners must wait to be rescued before an Alien bursts free! There are Alien warriors patrolling the caverns and they'll stop at nothing to protect their own kind!

SONIC 2

Our own speedy funster, MAT YEO, has the key to the bonus stages and the birth of Super Sonic! Grab a mate — you'll need him on your Tails!

Turn Sonic into an invincible, super-fast Super Sonic! Before you can transform, you must have all seven Chaos Emeralds from the bonus stages. This is tricky but there's an easy way to do it.

To get into a bonus stage, first pick up 50 rings and find a marker post. Passing over the marker activates a spinning warp which Sonic and Tails must jump into.

In the bonus stage, the trick is for one player to control Sonic and another to use a second joypad to control Tails. You can then split up and use both characters to get as many rings as possible!

You have to learn the layout of each tube so a bit of practise is required. Generally, the rings begin in the centre then switch from one side to the other, or even appear on the roof. Keep an eye out for mines, especially groups forming a circle. Time your jumps right and you shouldn't have many worries.

You can enter the bonus stage four times on the first level alone so you should be able to get a few emeralds early on.

Once you've collected all seven emeralds, you can become Super Sonic! To do this, pick up 50 rings on any level and jump in the air. There's a flash and Sonic turns yellow, becoming super-speedy and invincible in the process!

But be warned! Your rings start to run down. When they reach zero, Sonic turns back to normal, so keep collecting rings to keep the super powers.

This tip should make later levels a bit easier!

Complete the game, with all Chaos Emeralds, and this is the ending you see! With fifty rings, turn Sonic into a yellow, speedy Super-Sonic!

Above: The end sequence without the Emeralds. Sonic and Tails fly off into the sunset. Will they be back in Sonic the Hedgehog 3?

STUCK IN A RUT!

Your very own write-in helpline section. If you're struggling with one of your Sega games, why not make an appeal here? If you think you can help someone who's tearing their hair out, let's hear from you! The address is: STUCK IN A RUT, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Time to find out who's in need of assistance this ish...

MOONWALKER (MS)

Daniel Bradley from **Longsight** helps **Dominic Carr** from **Altringham**, who made a plea in Issue 11. Start at the bottom and work up. On the first floor are two kids, through doors one and two. On the second floor, there are two kids, through windows one and four. On floor three, there are another two. On floor four, there's a kid through door three and another through door nine. On floor five, there's a kid through door one.

ALIEN 3 (MD)

Stephen Irvine from **Luton** can find all but one of the hostages on Level 7. Check out our *Alien 3* maps, Steve.

PHANTASY STAR (MS)

SC Warrener from **Lancashire** can't find the Moon Drop which enables Moon Control to work. Any ideas? **Andrew Storr** has killed Lasic. He can't find the governor or the secret doors. Help!

SONIC 2 (MS)

Where's the fifth Chaos Emerald? Help **Robert Williams** before it's too late!

NINJA GAIDEN (GG)

A weird one, this. I've had a couple of phone calls regarding the level codes. **Allan Nimmo** of **Glasgow** writes, 'I've found the codes but don't know how the hell you get to the option screen to enter 'em. Can you help?'

SHINOBI (GG)

How d'ya get past the last end-of-level baddy? Make **Howard Doupé** from **Southport** a happy chappy!

ALEX KIDD In MIRACLE WORLD (MS)

Ben Pridmore helps **Zoe Dean**, who made an appeal in Issue 11. Punch the pink block twice to make the hole large enough to fit through. There's not much of the game left, Zoe, you're nearly at Janken the Great!

Those of you who've written and still haven't seen your plea, write again and you may find yourself at the top of the waiting list! Keep trying!

DONALD DUCK

Tips to stop ya going quackers, from **James Kiddle** of **Witby, North Yorkshire**.

Level 1: This level's easy-peasy! Watch out for the bees and time your jumps carefully. Some are trickier than others.

The boss is simple. Use the hammer. When he runs backwards, use your bottom to hit him! Do this about five times.

Level 2: Be wary of the big birds and the fish that try to knock you off the turtles.

Use the frisbee on this boss. When he runs and jumps, leap and land on his head. When he runs and stops suddenly, chuck the frisbee at him. Do this about eight times.

Level 3: Watch out for the vultures. Use the hammer on the boss.

When one of the statues chucks a boulder at you — JUMP! (Be careful of the glowing ones, they're hot.) Whack everything on the head. Bum-bounce the thing that travels around the screen.

Level 4: Watch out for the lava and the melting blocks. When you reach the bit with loads of blocks, be wary of falling lava.

When the boss flies down, bum-bounce him. When he chucks bombs, throw the frisbee at him. Do this about nine times.

Level 5: Get loads of 1-Ups in the bonus room. You'll need 'em.

The boss is simple. Use either the hammer or the frisbee. Chuck either and avoid the notes that come out of his flute.

Level 6: The jumps are hard. Wait until the wind blows your way and jump the pools of water. Watch out for the fish. Get the frisbee. Avoid the ice cubes it kicks and chuck the frisbee at him.

The Castle: This is a hard stage. Watch out for the spikes and the ghosts.

Magicia's quite difficult to oust. On the table there's a globe. Magicia stands on a platform. When the screen flashes, lightning bolts and bombs drop out of the sky.

Jump onto the table. Avoid the bombs etc. Jump on the globe until it cracks. Scrooge's dime falls out and Magicia's starts crying. That's it! Game Over!

SONIC 2

On Sky Fortress Zone, get on the big plane, find the first chicken in the turret and look up. There should be a platform. Jump on it.

Get the shield. While in the centre, press jump. If you're positioned correctly, you should be sucked skywards by the plane's rotors and taken near the end of the level.

Thanks to **Brian Guy** of **Sidcup** for this ace tip.

DRAGON'S FURY

Type in this code for 555,500 points and 33 balls: 09563 35555. From **Adam Gage, Bromley, Kent**. And that's not **Ade**'s telephone number!

If you want to go straight to the last game, type the password 55CLAE8EC7. Your score's 999,999,900.

Send the ball into the playing area. You gain an extra hundred points and the chance to tackle the last section.

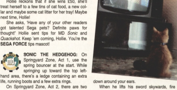
Thanks to **Nichola Boulton**, aged five, from **Skelmersdale** in **Lancashire** for this handy tip, it sure saves a lot of hassles!

■ **TAZ-MANIA (MD)**
There's a secret ledge on Level 1. When you go up the water spout to go to a higher level, stay on the spout until it's halfway, then jump right. There's an extra life and peppers.
Daniel E Hitchcock

■ **BUSTER DOUGLAS BOXING (MD)**
Press Up and Start on the Game Over screen for another attempt.
Adam Gage, Kent

■ **STREETS OF RAGE (MD)**
If you run out of continues, try pressing Left, Left, [B], [B], [B], [C], [C], [C] and Start when the Game Over screen appears.
Mark Parter, Fife

THE HOLLIE AND THE MD!



Hollie the Cat writes from **Liverpool**. 'I've sent you a piccy of myself playing *Sonic*. I've been told I look a bit like Sonic's new friend, Tails, from behind.'

Hollie reckons that if she wins £50, she'll treat herself to a few tins of cat food, a new collar and maybe some cat litter for her tray! Maybe next time, Hollie!

She asks, 'Have any of your other readers got talented Sega pets? Definite paws for thought!' Hollie sent tips for MD *Sonic* and *Quackshot*. Keep 'em coming, Hollie. You're the **SEGA FORCE** tips mascot!

SONIC THE HEDGEHOG: On Springyard Zone, Act 1, use the spring bouncer at the start. While springing up toward the top left-hand area, there's a ledge containing an extra life, running boots and a few extra rings.

On Springyard Zone, Act 2, there are two possible endings. The normal route's to just run and jump through the loop. However, if you spin on the ramp, there's a hidden passage to the top-right, containing 30 or more rings, plus the loop. If you take the normal route, look up and you'll see the passage in question.

QUACKSHOT: Having reached the final level of the island, you meet a mean geezer throwing his sword around, making the place fall down around your ears.

When he lifts his sword skywards, fire a plunger at his face. Now fire a plunger at whichever wall's nearest. Leap on the plunger. Make your way up the wall to avoid the falling masonry.

When safe, fall to the ground and fire at him again. Repeat the above until you defeat him.

The last word from Hollie: 'That's it! Time for a feed and a nice kip before I take over my master's Sega again. I'll torment the hell out of him till he gives me what I want!' Thanks, Hollie!



The highlight of the tips section for Game Gear owners. If you're a handheld fiend and have more tips than you can shake a pointy stick at, send 'em to: GAME GEAR ALLEY, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 IJW.

CHUCK ROCK

Level 2: 7GO9M. Level 3: NN6E3. Level 4: 84AKC.

To beat the second guardian, swim behind her head and kick her from behind. The final guardian's easy. Wait at the edge of the top platform. When he opens his jaws, walk backwards, he won't touch you. Fly-kick him when he walks backwards. Repeat to see the end sequence. Now wait for Charles Rock Esq's adventure to appear.

■ SHINOBI (GG)
For a sound test, press Up and Start on the title screen. Also, on the title screen, when the whole of the ninja's face appears, press Down and button [2]. A level select's now at your disposal!

SONIC

These hints and tips are from **Michael Wescott** of **Chorley, Lancashire**. He's sent a picture of himself. What a handsome deadhead! Remember, send a mugshot with your tips and fame and fortune could be yours!

Green Hill Zone, Act 1: First race around the level, collecting the extra life (up a tree) and at least a hundred rings. Kill yourself and you should have four lives instead of three.

Now for the tricky bit! It's imperative that you finish the level in 19 seconds! Start the level again (after losing the life) and hold Right. Jump just before the snail. Keep running and leap on the platform at the first ring monitor. Start to roll just before you hit the monitor. Keep rolling until you're close to the bottom of the large hill. Jump up the hill in such a way that you collect all the rings. After the last jump, you land on the invincibility monitor and bounce off it. Run just past halfway over the hill then roll the rest of the way. If done correctly, Sonic bounces on the speed monitor and disappears off screen.

Keep holding Right. Before the screen reaches the last pit of spikes (practise and you'll know when they appear), jump and hold down the button for about a second. Sonic passes the post in 19 seconds. You now have 300,000 points and ten lives (11 if Sonic's face appears on the post).

SUPER MONACO G.P

Press button [1] when going round corners to improve gameplay. Hope this one helps *Robert Harvey*, who wrote to STUCK IN A RUT for tips on this racing game.

■ PAC-MAN (GG)
For a difference in gameplay, push Right or Left on the 1–2 player option, then start as usual.

Thanks to Kieron Beeby from Kettering, John Morley of Warwick, James Macdonald of Halstead, Michael Warren of Perthshire, Nick de Mora of Salisbury, Ian Blaza from Norfolk, Michael Wescott of Chorley and a SEGA FORCE fan from West Yorkshire for their help in compiling this month's GAME GEAR ALLEY. Keep those GG tips flooding in!

SONIC

SEGA FORCE GAME FREAK! £50 AWARD!

A complete guide to the small screen version from Sam Dingle **of** Guernsey. **He wins £50 for his trouble! Well done, Sam! Now the guide's done, play it again!**

1-1: Get all the coins up to the invincibility shield then quickly get the sneakers and run. Stop at the fourth tree (after the sneakers) for the extra life (hidden in the leaves).

1-2: Drop down to go underground. Go to the bottom level and jump into the wall on your left for an extra life.

For the crystal, go to the second highest level and drop down the far left hole. Drop through the next hole and it's on your right.

1-3: Just drop down the second hole for an extra life. Bounce back up. Go right and kick Dr Robotnik's ass! That's Green Hill Zone!

2-1: The Bridge Zone. Run right. After about three seconds, pull down on the D-pad (this kills the bad guy) and jump onto the next platform (use small jumps to clear the others).

When you reach the first seesaw, bounce up three or four times. Move right to collect an arrow. On the second seesaw, execute the same moves for a 1-Up. When you reach the crystal, fall down on the first part of the bridge. When you reach the bottom of the screen, jump left. A few jumps and you're home and dry.

2-2: This level's more difficult because the screen scrolls. Stay on the left-hand side of the screen so you're always prepared!

At the seesaw, jump off the rock. On the second bounce, head right and get the arrow. Bounce on the extra life and the rest is easy!

2-3: Go left and get the 1-Up. Run along the falling bridge. When you arrive at Dr Robotnik you see two dips. Get in one of them and pull down — don't let go! Dr Robotnik keeps hitting you but soon dies.

3-1: The Jungle Zone. On the second level, get the bubble and coins. Return to the higher level, jump across and back for a 1-Up. When you reach the arrow, get it and jump across the moving blocks. Avoid the bouncer!

When you arrive at the second lot of moving blocks, fall left onto the wood and head left for the crystal. Carry on, avoiding the fish and spikes while collecting the rings.

3-2: Jump up the platforms. Avoid the spikes and fish. Fall at your peril!

There's an extra life towards the right-hand side of the screen. Try and leave a few rings around the place, just in case you fall down and hit some spikes.

3-3: The most difficult bad guy so far. Fall into the water on the right-hand side of the screen for a 1-Up. Run up the lines until you reach the top.

You should be able to hit Robotnik three or four times before he starts dropping bombs. Make sure you don't fall off the edge of the lines! Now jump right.

4-1: The Labyrinth Zone. Go down while heading right. Get the air bubbles when needed, dodge the spikes and the spitting lions. At the end, go left and step on the button for a 1-Up. Right are ten rings.

4-2: Fall down the hole about halfway for a 1-Up. Wherever possible, get air.

When you're on dry land at the end, go left for the crystal.

4-3: Jump on the bouncer and go left for an extra life. Go back, dodging the spikes.

When you reach the bad guy, hit him while dodging the grenades and torpedoes.

5-1: The Scrap Brain Zone. Watch out for the electricity generators, they're lethal! If you're running fast you don't notice them when you're on the conveyor belts. Usually, the one you need to jump onto next is going in the opposite direction, so watch out!

5-2: This level's quite complex. It's one big maze! To complete it, use transporters.

You also need a transporter to reach the crystal. It takes time to work it all out.

5-3: Use the bouncers to get to the top. Go right and down for the extra life.

When you reach the top, Dr Robotnik jumps on a lift and runs away (soft or what?!).

6-1: The Sky Base Zone. One of the most difficult levels. Head right and whenever you see lightning, run to a safe place and duck.

Before you jump on the flying platforms, wait for lightning to appear then jump. The lightning should stop before you reach the platform.

6-2: Go to the ladders and head left. Dodge the bullets. When you reach the top level, quickly run right and set the grenade launcher off. Run back, avoiding the spikes.

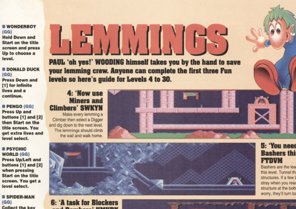
When the grenade launcher has blown up, go right again and drop down. Avoid the bullets.

6-3: This is it, THE FINAL SHOWDOWN! Run down the hill until you reach Robotnik. The left-hand side of the screen's the safest. It's impossible to get hit.

Whenever you get the chance, jump out and hit Robotnik's glass chamber. A few hits and that's it. *Sonic* on the Game Gear!

LEMMINGS

PAUL 'oh yes!' WOODING himself takes you by the hand to save your lemming crew. Anyone can complete the first three Fun levels so here's guide for Levels 4 to 30.



4: 'Now use Miners and Climbers' SWKYN

Make every lemming a Climber then select a Digger and dig down to the next level. The lemmings should climb the wall and walk home.

5: 'You need Bashers this time' FTDVM

Bashers are the leading figures on this level. Tunnel through all solid structures. If a few Lemmings stray when you reach the net-like structure at the bottom, don't worry, they'll turn back.

6: 'A task for Blockers and Bombers' KMKBX

First select a Bomber and let him blow a hole in the floor. Select Blocker and position the cursor by the destructible wall, then create a Blocker against the wall and blow him up to make a hole in the wall. Now your Lemmings can walk home.

7: 'Builders will help you here' HTDVM

This one's fairly straightforward, just make sure you don't go crazy with your bridge-builders. If you do, you may not have enough Builders left should any lemmings fall into the pit at the end of the level. If you've got Builders left, you can build the few rogue lemmings bridges to get them out of the pit.

8: 'Not as complicated as it looks' MMBKX

This is a pee take! Create a Blocker just to the left of the stream of falling lemmings. This turns them round and into home. Don't think that all the levels are going to be this easy though, some of the later rounds require some serious use of the old grey matter before you can complete them.

9: 'As long as you try your best' VDDTD

This one can be a bit tricky. Select a Blocker then position the cursor near the rotating blades on the left. As soon as a lemming fills the cursor, select him to stop the lemmings from walking into the trap, if you're not quick enough your lovely lemmings will plough into the blades and end up as filling for in a sheperd's pie! If you were quick enough, simply position the cursor by the column on the right select Basher and let him tunnel through the rock towards home. Quick cursor action is required on many of the later levels.

■ **WONDERBOY (GG)**
Hold Down and Start on the title screen and press Up to choose a level.

■ **DONALD DUCK (GG)**
Press Down and [1] for infinite lives and a continue.

■ **PENGO (GG)**
Press Up and buttons [1] and [2] then Start on the title screen. You get extra lives and level select.

■ **PSYCHIC WORLD (GG)**
Press Up/Left and buttons [1] and [2] when pressing Start on the title screen. You get a level select.

■ **SPIDER-MAN (GG)**
Collect the key from Electro's power plant. Drop down the left side of the screen and you should see a Game Gear! The next time Peter's room pops up, press [A] and you enter a bonus Pac-Man game!

■ **OUTRUN (GG)**
Press Left, buttons [1], [2] and Start at the same time to stop the timer.

■ **DRAGON CRYSTAL (GG)**
As soon as you collect an object, use or equip it. This way, if you become unstuck later, you'll be sure what to use. Find every room and as much money as possible. For extra speed, keep Start pressed on the battlefield. These may be of use to a reader who wrote to STUCK IN A RUT for assistance.



10: 'Five miles if you love lemmings' ZWKYN

Make two Blockers, one either side of the column, then dig a hole down the middle. If any lemmings stray left at the bottom, use a Blocker to turn them home.

11: 'Keep your hair on, Mr Lemming' XDDTD

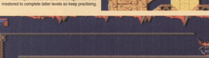
Select a Climber to scale the wall. When he's on top, turn him into a floater. When he lands on the other side, let him walk a little then turn him into a Blocker.

Repeat the process, except when the second lemming falls, let him walk into the Blocker. When he's turned around, use him to tunnel through the wall and free the other lemmings. Simply detonate the Blocker. Easy, eh?!

12: 'Patience' CXKYN

The best way to do this is to select a Blocker to stop the lemmings falling off to the left, then select another to separate about five lemmings from the main group.

These few do all the leg work. Make them tunnel through the big yellow column on the right. When they break through, build a series of bridges to the exit.The technique needed to build the bridges has to be mastered to complete latter levels so keep practising.



13: 'We all fall down' PTDVM

This one's very simple: just make each lemming a Digger. Make sure you don't run out of platform to dig through so start to the far right and only leave a small gap between lemmings.

14: 'Room with no exit' TMBKX

Wait until your lemmings have reached the steps to the top-left of the entry hatch then tunnel through into the steps and bridge section. The trick is to know where to tunnel. The best place to bash through is the second step of each flight — it's the largest step and the lemmings can't climb it. If you keep tunnelling down through each level, you eventually reach the bottom. Simply tunnel at the bottom of the right-hand wall and you're home free.





15: 'Tea time in the Ball country' RTDVM

Select a Basher and tunnel through the bottom of the first ball. Make a bridge over the piece of rubble your lemming can't climb over then tunnel through the ball under the one-way wall. Make sure you're above the level of your home when you appear or you'll have to nuke!

16: 'Take a little rest' WMKBX

Slightly tricky, this one. The best bet's to separate a few lemmings from the main group — they can do the main tasks. First tunnel through the horn structure. Just as the lemming finishes tunnelling, turn him into a Builder and bridge the gap between the two pieces of land.

When he reaches the other side, select a Basher and tunnel through the other horn structure then the cliff. Simply destroy the Blocker and let your flock stroll out the level.

TRICKY
1: YTDYD
2: MSJXX
3: XFDWF
4: TSJXX
5: TVDXN
6: HMKZG
7: SYDXN
8: PMKZG
9: LKDWF
10: DMKPB
11: PYDMJ
12: LMKPB
13: LPDPR
14: YFKRK
15: KSDPR
16: GGKRK
17: SGDPJ
18: GFKNC
19: RRDLK
20: NFKNC
21: NHDNS
22: BYKPL
23: MLDNS
24: JYKPL
25: FWDLK
26: XJJCX
27: JWDZD
28: FJKCX
29: FMDCM
30: SCKFG

TAXING
1: YFTDT
2: ZJKWP
3: CRDQF
4: DNKWP
5: VKDGN
6: BSLPB
7: DZDJR
8: FWLPB
9: SNDHJ
10: TRKKT
11: WYDDK
12: XVKKT
13: PSDGS
14: VLKBX
15: XSDVM
16: YPKBX
17: CLDVD
18: DPKXP
19: GWDRF
20: HXKXP
21: YPDTD
22: FXLQB
23: HFDLR
24: JBLRB
25: WSDJJ
26: XWKLT
27: ZDDGK
28: BBKMT
29: SXDHS
30: FXKFX

MAYHEM
1: MYDYD

TRICKY (cont.)
16: JJKRK
17: ZJPDJ
18: SHKNC
19: ZXDLK
20: DSJFX
21: JVDFN
22: BMKHC
23: JKDCP
24: BBKFH
25: CYDZF
26: ZZKSB
27: HRDRJ
28: ZPKQC
29: FSDQS
30: XJKSL

PRESENT
1: NZGJW
2: TDNMH
3: SPGGX
4: DXNCL
5: RXHXJ
6: XBNCV
7: WMHWK
8: HGNRP
9: RBGKW
10: XFNMH
11: WQGGX
12: HYNCL
13: VYHYJ
14: BDNCV
15: ZNHWK
16: RNNTP
17: RMGNW
18: XQNQH
19: WBGLX
20: HKNHL
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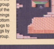
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17: 'Easy when you know how' VHDVD

Speed's important. First stop all the lemmings on the left from falling off the cliff, then go to the far right and make all the lemmings in the last group Floaters. Select the Basher icon and tunnel through the bottom of the column on the right. Along the bottom are traps so don't let any lemmings stray to the left; if they do, use a Blocker. Build a bridge up from the bottom level to the hole you tunnelled out of the upper level; this allows lemmings to escape without falling dangerous distances. Release the other lemmings by tunnelling through the bottom of the columns to the right of each group.



18: 'Let's block and blow' ZZKZN

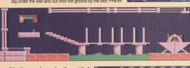
There are two ways to do this level, the smart arse way and the safe way. The smart arses can time their lemmings to explode over the safe areas of floor without making them Blockers first.

The safe way is to make a Blocker over the area of floor without fire below then explode the Blocker to make a hole for the other lemmings to fall down. Do this until you can walk home.

19: 'Catch more Floaters' XHDVD

Very difficult! Make each new lemming a Floater before they hit the floor then make each a Climber, so they climb the wall on the right. When one lemming's up the wall, position the cursor as near to the thin wall at the top as possible. Make the first lemming into a Blocker then blow him up so you make a hole in the wall. Select a Basher and tunnel through the scenery until you reach the other side, at this stage you should be on Builder, so you can make a bridge across the gap. While he's building, select a diagonal Digger and hopefully he'll dig under the wall and out onto the ground by the exit! PHEW!





20: 'We are now at Lemcom One!' CBKBP

This one's not too bad. Select Builder and bridge the gap between the two pieces of land at the start. Select Basher and bash through the seven columns. Keep ahead of the other lemmings by being definite with your clicking!

Now quickly build like mad before you fall off the end. You've got loads of Builders so if it looks like you're going to lose some lemmings, make them Builders as well!

21: 'Lemmings in the attic' PXDWM

Careful clicking is the order of the day, as you only have four Bashers. First bash through the top of the ramp your lemmings fall onto, then tunnel through the thin wall and wait until there's a large gap between lemmings. Quickly tunnel through the ramp which leads up to the trap. If you're fast enough, none of the lemmings will reach it.





22: 'A beast of a level' TQKCK

Keep bashing through the trees and make a Blocker at the far left of the level. When you reach the big hill on the right, use a series of Builders to make a network of bridges to the top. When all lemmings are at the top, bash through the rock that surrounds your home and let all your lemmings in! Easy, eh?

23: 'Under construction' RXDWM

Build across the first flight of stairs then bash through the second flight, then build a small bridge at the top of the next staircase to let your lemmings cross over the gap and swagger home. Quick clicking is the name of the game. As soon as you've bashed the steps through, you must build.

24: 'Konbanwa, lemming san' WQKCX

Quite a simple level, this, just remember the green water needs to be blocked by the last lemming off the platform, else your they turn around and walk under the platform into the brine! Send two Climbers over the one-way wall, one to block, so the other lemming turns round. Use him to bash through the wall. Dig onto the platform with the tower and use a Blocker to stop your lemmings from straying underneath the pillar. Simply dig a hole directly above home!

25: 'Lemmings, lemmings everywhere' FJDVD

A cinch! Let the lemmings walk to the top-right then bash through the web. All that needs to be done is dig down to your home. Just remember not to dig two holes directly above each other or the drop will be too steep.If any of the lemmings wander to the right of the web, don't worry, they'll turn around and walk back.

26: 'The Great Lemming Caper' KBKBP

Only two Lemmings on this level and 100%'s needed so be careful. From the start, build two bridges across the gap to the right. Remember to make both lemmings Builders or one will fall off the unfinished bridge! As long as you keep the other lemming occupied you'll be okay.



27: 'Let's be careful out there' HJDVD

Heed the title of this level! Use a Blocker at the start to stop any lemmings going right then build bridges across the gaps to the left. Use a Blocker at the top of the steps to stop lemmings climbing further then build bridges till you're over the exit. Your lemmings walk off the end of the bridge to freedom.

28: 'If only they could fly' MBKBP

Dig down each platform, alternating sides. When you reach the ground, use a Blocker on your right and build a bridge up to the first platform on the left. Use Blockers and Bombers to make a series of bridges to the exit.This level's really tricky.If you make a bomber to close to the stairs or the edge of the platforms, the hole they make when they explode will allow the lemmings to walk under the steps or fall through the platform–and it's a long way down!



29: 'Dark dawn' YXDWM

Increase the release rate to full and use two Blockers to herd your lemmings into a big group above the rock floor of the platform. Use two diagonal Diggers to dig to the right into the large cavern below. When all lemmings are in the large space, use a Builder to construct a bridge to just underneath the fire jet. When a lemming's at the top of the bridge, use Basher to dig through to the right. Use the same lemming to build a bridge across to the exit! Easy, eh!

30: 'Lock up your lemmings' DRKCX

Use Blockers and Bombers to destroy the locks trapping your Lemmings. Always make sure your lemmings walk to the left. When they drop onto the second level, blow that up and build a bridge to the platform on the left. Simply dig down to home. That's Easy level done! Now try the Tricky and Taxing levels for some serious lemming fun!

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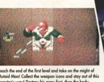
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Reviewed! GAME GEAR 99



Reach the end of the first level and take on the might of Mutoid Man! Collect the weapon icons and stay out of this monster's way! Destroy his arms first, then the body. Move in for the kill and finish him off!

SMASH TV

Good luck, you'll need it! Prepare to enter a world of death and destruction! Guide a brave contestant around a challenging arena, blasting everything in your path! Collect power-ups, extra weapons and massive prizes! Take on vicious thugs, inhuman monsters and stay alive!

The futures of Bob Monkhouse, Les Dennis, Bruce Forsyth and Tony Slattery are assured! Gameshows are the future of television! Cyanide capsule, anyone?

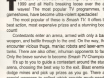
The future of television is looking very bleak! It's 1999 and all Hell's breaking loose over the air-waves! The most popular TV programmes, the gameshows, have become ultra-violent spectacles!

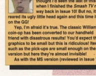
The most popular of these is *Smash TV*. It offers the best action, most expensive prizes and a stunning body-count!

Contestants enter an arena, armed with only a basic weapon, and battle through to the exit. Blast enemies, dodge mines and pick up prizes as you go. There are special weapons to collect which provide much-needed firepower. Each section of studio ends with a hideous guardian!

The action's fast, furious and often fatal! Have you got what it takes to make it to the top?

Good luck! You'll need it!





Mat moans... *'DISASTROUS!'*

AAAGGHH! The hideous curse of *Smash TV* has struck again! I thought I'd seen the last of this when I finished the *Smash TV* novel way back in Issue 10! But no, it's reared its ugly little head again and this time it's on the GG!

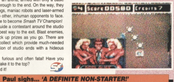
Yep, I'm afraid it's true. The classic Williams coin-op has been converted to our handheld friend with disastrous results! You'd expect the graphics to be small but this is ridiculous! Items such as the pick-ups are small enough on the MD version but here they're almost invisible!

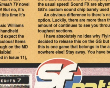
As with the MS version (reviewed in Issue 11), the gameplay's painfully slow at times and bad guys tend to pop up from nowhere! In contrast, the music sounds like it's being played at twice the usual speed! Sound FX are abysmal, with the GG's custom sound chip barely used at all.

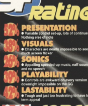
An obvious difference is there's no two-player option. Luckily, there are more than the usual amount of continues to see you through the toughest sections.

I have absolutely no idea why Flying Edge decided to release this on the GG but I can tell you this is one game that belongs in the arcade and nowhere else! Stay away. You have been warned!

MAT 39%







SF Rating

52% PRESENTATION
- Variable control set-up, lots of continues. Nothing else of note

38% VISUALS
- Characters are nearly impossible to see, too much screen flicker

26% SONICS
- Appalling speeded-up music, naff sound FX and no speech

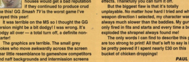
39% PLAYABILITY
- Controls are awkward on every version but downright impossible on the GG

42% LASTABILITY
- Tough and just too frustrating to have long term appeal

34% FORCE
- A dreadful conversion that never should have appeared

- PRODUCER: FLYING EDGE
- MD: OUT ● MS: OUT
- MEMORY: 256K
- PLAYERS: 1 ● PRICE: £27.99





Paul sighs... *'A DEFINITE NON-STARTER!'*

Like a total eclipse and Halley's comet, games like *Smash TV* are very rare. Mainly because software houses would get a bad reputation if they continued to produce crud like this! GG *Smash TV* is the worst game I've played this year!

It was terrible on the MS so I thought the GG version might be a bit dodgy! I was wrong. It's dodgy all over — a total turn off, a definite non-starter!

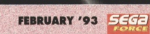
The graphics are terrible. The small grey blokes who move awkwardly across the screen bear little resemblance to gameshow competitors and naff backgrounds and intermission screens put you off before you even play.

The sound's awful, a monotonous beeping tune overdubbed with tinny, out-of-place sound effects. Thankfully you can turn it off.

But the biggest flaw is that it's totally unplayable. No matter how hard I tried and what weapon direction I selected, my character was always much slower than the baddies. My gun only fired in fits and starts and every time a bomb exploded the shrapnel always found me!

The only words I can find to describe this game are too strong to print! All that's left to say is I'd be pretty peeved if I spent nearly £30 on this bucket of chicken droppings!

PAUL 29%





Get ready with the accelerator 'cos Mat's got a new Metro and he's out to race ya! Yep, the Deadheads have got themselves a new set of wheels! Will it be soft top or hard?!

Left: Night Racing's probably the most exciting track in the whole challenge. Bends jump out at you from nowhere, while the tunnels with their long straights and big dips give you the extra sensation of speed.

LOTUS TURBO CHALLENGE

Lotus Turbo Challenge roars onto the MD! EA give you the chance to put one of Lotus's little beauties through its paces! Race against the clock through eight levels of frantic driving, adverse conditions and manic racers to win the Turbo Challenge title!

Boot up *Lotus* and you're onto the options screen. Select manual or automatic gearboxes (ie, auto if you can't drive, manual if you can!), choose the Esprit or Elan and change the joypad layout if you wish. You can input passwords for later levels, once you've reached them.

You start each race in a position based on your performance in the previous round; in the first race you start at the back. When you're racing, pay attention to road signs: they warn you of steep bends, road hazards and lane closures.

Watch out for the weather! Fog limits visibility, while snow makes the track very slippery. The night level's particularly nasty — you can't see the bends until they're upon you! (Nasty!) Lightning reactions are needed to stay on the track.

You'll need all the skills of Nigel Mansel to meet the Turbo Challenge! *Yeee-haaaah!* — as the Dukes Of Hazzard used to say!

Above: They're red, they're white, they're a total load of... rubbish! Nasty weather to have your hood down, but the fog and rain will be the last thing on your minds as you're tearing around the track trying to beat the clock. Concentrate on the road and go for glory!

FORCE CONTROL

+ ● Moves the cursor onto the options on the title screen, Up/Down change gear in the game while left and right steer the car.

A ● None of the Deadheads used this button, but the safety concious among you might like to know this is the button for the brake!

B ● Now this button had the most use — press it to make your Lotus purr like a pussycat and roar like a tiger,. Selects options at the start.

C ● Erm... makes the car driver shout 'Yeehah'! We don't think it does any good, but it adds to the general feel of the game!

Paul beams... *'WORTH A LOOK'*

As a young lad, my dream was to drive a Lotus Turbo Esprit! The sleek looks, the smooth acceleration... the fact I could impress the females with little effort! (For a change! —Sub Ed.)

So, is *Lotus Turbo Challenge* the closest I'll ever get to driving my dream car? If it is I won't be too disappointed, because as a driving game *Lotus* is up there with the best of 'em!

The title screen and options are what you expect from EA: clear, easy to understand, while still looking good. The road moves very smoothly and cars glide around the tracks with hardly a glitch. Check out the fog and snow levels — the weather effects are fantastic.

Gripes? The sound's very poor, except for some speech, and some of the graphics look half finished, especially the checkpoint posts. But overall it's a great racing game, possibly the best on the MD and definitely worth a look.

PAUL 83%

REV 'EM UP AND DRIVE 'EM AWAY!

Max speed 137mph
0-60mph............6.7 secs
Max bhp..................165
Max torque..............148

LOTUS ELAN
Yellow and mellow, this baby might be slower than the Epirit but it looks really sexy.

Max speed 163mph
0-60mph.............4.7 secs
Max bhp...................364
Max torque...............361

LOTUS ESPRIT TURBO
Red and blody fast! This is the flagship of the Lotus range, sleek and smooth and very flash!



URBO
ENGE

Ade revs... 'BEST FEATURE'S THE TWO-PLAYER OPTION'

Imagine a souped-up, better presented *OutRun*, a cross somewhere between *Road Rash* and *Super Monaco GP2*, and you've got *Lotus Turbo Challenge* in a nutshell.

The best feature of the game's the two-player option. Racing against a buddy on the split screen's great fun as you attempt to outdo each other full throttle down those highways and by-ways! (Just like real life!)

As a whole, *Lotus* is a fine game, although it's nothing we haven't seen before. Driving through fog, ice and just about anything else the heavens fling at you *is* fairly challenging, although I couldn't help but feel, 'Yeah! Been there, done that, bought the driving gloves!' The turbo unit's pretty nifty, though — drive over the capsules and bump up your speed for a limited period.

Presentation, graphics and sound can't be faulted. There are some good visual effects, varied courses and a real sense of speed. Some racing sims fall flat in this department — the screen scrolls merrily along but at steamroller pace rather than sports car mode. No worries with *Lotus* — the car's fast and handles really well.

If the courses were a touch longer and there were more of 'em, I would've been tempted to rate this higher. Nevertheless, if you're after a racer that's superior to *OutRun* and you've a mate who can take part in a race or ten, *Lotus Turbo Challenge* is well worth a look.

ADE 79%

Above: At the start of every level you get a mini map giving you a rough idea of the track. The night level has a few straight stages followed by some nightmare bends!

Bloomin 'eck! These Lotus cars are bit common, I'll buy an Escort next! All the other racers are in cars of equal speed and power to yours but luckily most drivers are as thick as two short planks! However, some of the more aggresive cars will ram or block your way!

Right: The two-player option improves play no end (providing you've got any friends to play against!). Both players get their own screen and the action gets quite tense as you and your opponent battle through each stage, trying to reach the checkpoint in time. One little tip: the passwords are the same for both the two player and one-player games so try using those!

SF Rating

75% PRESENTATION
● Change controls, two-player option, password system, nice shots of both cars

85% VISUALS
● Fair perspective, good scrolling. Detailed cars, good backdrops, snow scenes etc

82% SONICS
● Usual engine noises, blood-curdling 'yeah!' speech for checkpoint and race finish

86% PLAYABILITY
● Car's easy to control and handles well. Two-player option makes for a good game

80% LASTABILITY
● Should take a couple of weeks to master. You soon learn the courses. A little samey

81% FORCE
● A good improvement on *OutRun*. Buy if you're after a two-player racer

● PRODUCER: ELECTRONIC ARTS
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1-2 ● PRICE: £39.99

Above: Watery roads mean you have to take care on the bends. Remember too that water slows you down so try to avoid it if possible.

Above: The ice and snow level poses a real problem even to the most experienced driver. The roads become icy and steering gets erratic!

Above: Tunnel vision or what! The under-passes aren't too bad, but watch out for sudden bends in the road, they're not easily spotted.



Reviewed!

WARNING! Do not read this review if you are under 13! It contains vivid descriptions of graphics, sound and gameplay! The Deadheads do some serious duelling with water pistols.

Don't you just loathe superior races, eh? All smart-arsed and smug, because they know that if you make one aggressive act toward them, they'll screw you up and use you for bog roll! Now Sega have a different solution to intergalactic tiffs.

Death Duel takes place far into the next millenium. Intergalactic superpowers are at a stalemate. Wars leave both sides in a vulnerable position, so disputes between neighbouring races are solved in a duel between their champions.

You play Barrett Jade (were his mum and dad drunk at the christening?!), who happens to be a bit smart at controlling the odd cyborg. So good, in fact, you've been chosen to battle for your nation against extra terrestrial foes! (Gulp!)

To fight for your galactic rights, you must battle the 'Super 9s' — the other races' representatives. These fearsome foes include Shanox Mosail (a tax inspector from Jupiter!), Kraxx Xarkton and Forsal Jeraba, to name but a few.

Every duel must be won in order to progress to a qualification round for the next. Should you pass the qualification round, you can enter the armour shop, where you equip your three weapon pods with a more powerful arsenal of lasers and grenades!

So, Barrett, take up the challenge of the Death Duel and uphold your world's honour. Remember, though, that failure results in painful torture to sensitive parts of your anatomy. Ouch!

Left: Old bluey over there's more than a tad peeved. He was having a quick kip behind a wall when all of a sudden BOOM! You let loose with a machine gun! If you want to calm him down find his weak spots and concentrate your fire in those areas, because he can give as good as he gets, and punishes any Death Dueller who makes mistakes!

Above: This bloke's Sonic's uncle! Just like his nephew, he curls himself up into a ball to stop anyone from hitting his sensitive spots (ooeer) The area to concentrate on are his head, followed by the top of his legs and arms, then finish off with a couple of body shots!

Mat winces... *'A DREADFUL GAME!'*

An old saying applies here: never judge a book by its cover! Looking at *Death Duel*'s box, you'd be mistaken for thinking you'd bought a stunning shoot-'em-up with superb graphics. Get it out of the box and into your MD and it's a completely different story!

Death Duel has the feel of the *Terminator 2* arcade game but nowhere near the enjoyment level. You move a small cursor around the screen and speed ages trying to blow the crap out of anything that moves! The monsters are unoriginal and spend the entire game cowering behind barriers!

The two main problems are the lack of originality and gameplay. The creatures are awkward to hit and even if you're lucky enough to shoot part of one, you'll find the timer runs out long before you can finish the wee beasty off! Even with the amount of weapons on offer, the chances of destroying the hideous mutant thingies is practically nil.

The packaging states *Death Duel* is 'not suggested for children under 13... due to the graphic depiction of battle scenes'. What 'battle scenes'? Oh, I'm sorry, I didn't realise there were any!

Take my advice and stay well clear of this one! It's a stinker!

MAT 28%

Above: Because your cyborg's initial weapons couldn't puncture a tyre, this bloke in the weapons shop hasl the hardware you're going to need. He also sells some over priced-crap, so choose carefully. One tip is that the homing missile is worth its weight in gold, buy it!



DEATH DEALERS

Borb: Eye eye, what's all this then? Borb is a big-eyed slate monster who has the unnerving tendancy to hide behind walls!

Darrius: This machine's a cyborg, like yourself, and along with his desire to hide behind a wall, he also tends to defeat you very quickly.

Forsal: Another member of the we love walls club! This nasty runt has shields going around his head. Aim at his body first.

Karl: Looking and acting like an N-Force reviewer of the same name! Karl also likes walls! His cannon causes serious damage if he hits you

Krax: Ugly-looking specimen this one! Krax is the hedgehog man, and unlike the orthers he doesn't need to hide behind walls. Weirdo!

Kuros: Being named after a gent's aftershave meant that Kuros spent most of her youth hiding behind a wall. Sad child, sad game!

Above: Don't lose your head! The above is the remains of the contest most cowardly dueller. All he does is run to the far right of the screen and hide in the corner out of harm's way. Very frustrating and very boring!

Above: He's looking a bit grim! This is what you get when your cyborg's defeated in combat, duels end in a draw because the ridiculously short time limit has expired!

Sf Rating

50% PRESENTATION
- No options and poor intro screens. Not at all user friendly

76% VISUALS
- Very average in-game graphics, redeemed only by great static shots

48% SONICS
- Naff tinny music. Weapons sound FX are nice but nothing special

65% PLAYABILITY
- Movement's restricted to left and right; not very difficult to play!

25% LASTABILITY
- Boring gameplay coupled with simplistic controls make this a major turn-off!

30% FORCE
- One of the worst releases of the year. Buy it and be forever ridiculed

- PRODUCER: RAZORSOFT
- GG: N/A ● MS: N/A
- MEMORY: 512K
- PLAYERS: 1 ● PRICE: £39.99

...H DUEL

Left: The second part of the game sees you shooting all manner of creatures in a qualification round. Score the required amount and you progress to the next duel. Suprisingly enough this part of the game's extremely boring! Thats a shock eh!?

Paul begs... *'PLEASE DON'T BUY THIS!'*

I don't Adam and Eve it! The censorship brigade have finally got producers to put age restrictions on their games!

Death Duel is not suggested to under 13s due to graphical depiction of battle scenes. The warning sticker should read, 'Not suggested for children who enjoy a good game due to crap graphics and gameplay!'

It's beyond me how Razorsoft have the guile to release this tripe! All you have to do is shoot rock-hard monsters who hide behind walls! Exciting, eh? How can a game generate fast-paced action when you can only move left and right?!

Presentation's abysmal — no options and a crappy intro. There are some nice stills of the Grim Reaper but the sound's in keeping with the gameplay: crap!

Chasing a cowardly monster who can only be killed in one tiny part of his anatomy is totally boring! The qualification round's dull and the armoury sells weapons no different to your standard gun.

Please, please, please don't buy this game. Buy something worthwhile — like a pair of socks or some talc! You'll get more enjoyment from them!

PAUL 32%





CAPTAIN

In a blue leotard and sneakers, Captain America might be mistaken for a dance instructor, but he assures us his main job is upholding justice and the American Way. The Deadheads join Cap and his chums during an aerobic workout...

All true superheroes have been captains at some stage in their life. Captain Kirk, Captain Sensible, Captain Pugwash...!

But perhaps the most courageous and heroic captain of all time's Captain America. Wherever there is injustice or crime, good old Cap comes to the rescue. Sometimes even *he* needs a little help, which is where the Avengers come in. They're a band of squeaky-clean superheroes who this time are helping Cap defeat the Red Skull, a corrupt Nazi businessman who uses his wealth to create evil throughout America.

Pick up your shield and charge up your super-powers because Red Skull's enlisted the aid of all the supervillains in his address book! Cap and his mates are going to have their work cut out for them!

To even the odds a little, two players can fight at once. There are four characters to choose from: Iron Man, Hawkeye, The Vision and ol' stars 'n' stripes himself! Any combination can be used, and when you lose a life, you can select another character — provided you've got some continues left!

Each character has their own special weapon but all behave the same way. Every Avenger can punch and jump, a combination of buttons allowing for some pretty mean flying kicks. All the heroes have a weapon to shoot, from explosive arrows to solar-powered beams!

Tap the D-pad twice in the same direction to charge at baddies. You can pick up a host of objects from the floor and fling 'em at the vile villains. You can even throw bad guys at other bad guys! Double the damage in a single move! Smart, eh?

The action takes place over five levels, with mid- and end-level villains to defeat. Halfway through some levels, the action changes from beat-'em-up to shoot-'em-up as the Avengers fly or swim through a horizontally-scrolling stage.

Other Avengers pop by to help out — Quicksilver, Wonder Man, The Wasp and Namor. The Wasp even turns herself into a weapon for you to fire! (That's dedication!)

Pick a hero and pick on a villain, for the virtues of justice, liberty and the American Way are hanging in the balance! Cap and the Avengers are our only hope! (They don't write 'em like that any more... thank God!)

HERO HELPERS

HOVER JET: Used by both Captain America and Hawkeye in the flying scenes. Use the D-pad to move around and any button to fire.

BREATHING HELMET: Used by Cap and Hawkeye when swimming underwater. Use same controls as on the hover jet scenes.

POWER-UP 1: This is dropped on the screen by another Avenger, Quicksilver. Collect it and watch as your energy is replenished!

POWER-UP 2: Found in the flying scenes. These aren't as powerful as the main power-up but come in handy when power's low.

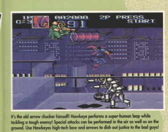
OIL DRUMS: All of the heroes can pick up objects and throw them. The oil drums are the largest and can take out a few more bad guys!

BRICK: The villians in this game are an untidy lot! They've left loads of bricks and masonry lying around! Throw these at 'em.

TYRE: Another handy item to pick up. As with the oil drums, the tyre can be thrown at bad guys and should take out a few more of them than usual!

WASP: No, you can't pick her up! Find the 'W' icon in space and The Wasp helps you! Use her energy shield to knock out the enemy. What a gal!

WONDERMAN: Doesn't really do a lot except fly onto the screen and drop the hover jet for either Captain America or Hawkeye to fly on. Cheers, mate!



It's the old arrow chucker himself! Hawkeye performs a super-human leap while tackling a tough enemy! Special attacks can be performed in the air as well as on the ground. Use Hawkeyes high-tech bow and arrows to dish out justice to the bad guys!



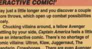


The Avengers take to the sky! There are a few sections when the heroes engage in some tough airborne action! Fly up and down while firing your weapon.

Captain America to the rescue! When trouble's around, you can guarantee the red, white and blue hero won't be far behind! Cap's one of the best heroes to use as he has good all-round fighting skills. Use his shield to take out villains from a distance then move in close to finish 'em off! Protect Cap by hiding behind the shield.







Warren yells... *'AN INTERACTIVE COMIC!'*

Woo, yeah! I'm a big fan of Marvel Comics and anything with their characters gets my approval. The Avengers wouldn't be my first choice (or second, third, fourth...) for a video game, particularly the four characters starring here, but Data East have come up trumps!

Captain America and The Avengers takes the standard multi-player beat-'em-up format: stroll along, stop to beat a few baddies into a pulp, walk a little further, mash more nasties, repeat a few times then tackle the end-of-level guardian.

Although the sprites are ill-defined in certain poses (eg, Iron Man firing) and animation's mediocre, characters mill about in a dynamic, enthusiastic manner and wading through Red Skull's minions is instantly fun.

In the first minute's play, moves appear limited. Play just a little longer and you discover a couple more throws, which open up combat possibilities nicely.

Chucking villains around, a fellow Avenger battling by your side, *Captain America* feels a little like an interactive comic. There's no shortage of comic villains: Ultron, Klaw, Juggernaut, The Mandarin, Crossbones... There are even Avenger cameo appearances!

My only complaint is the heroes' abilities and weapons are basically the same. Where are Hawkeye's multitude of trick arrows? What about Iron Man's uni-beam and magnetism? Why can't The Vision become intangible, for temporary invulnerability?

But if you want a gung-ho two-player beat-'em-up with weird characters and heaps of wonderfully daft speech, just shout, 'Avengers assemble!'

WARREN 81%



At the end of every level, there's the usual tough old guardian to beat! Level 3's set under water where the Avengers must destroy the Roboctopus at the end. Dodge the arms and swim between the laser blasts while firing.

VILE VILLAINS

KLAW: Uses the sonic claw attached to his hand to create solid objects which are hurled at his opponent. Use a distance attack.

LIVING LASER: This guy's a walking, talking laser beam! Dodge his blasts and try to use your distance weapon to take him out.

WHIRLWIND: A vicious criminal who can spin round at high speed. Hit him before he uses his tornado attack or simply dodge him.

GRIM REAPER: A nasty piece of work, this one! He attacks with his spinning blade weapon and also fires laser blasts so be careful!

WIZARD: An eccentric scientist and super criminal! Uses gravity discs to attack and also a flying punch. Best tackled up close.

MANDARIN: A wierd Chinese villian armed with ten special finger rings. Fires fire and ice and also splits up into multiple enemies!

JUGGERNAUT: Virtually unstoppable! He rolls toward you and uses a powerful punch! Avoid his charges at all costs!

ULTRON: An evil robot constructed from indestructible adamantium! Fires energy blasts and moves at high speed. Don't get too close!

CROSSBONES: A mercenary for hire! One of Red Skull's top men! Throws knives and fires land mines. Keep your distance and move fast!

Paul gasps... *'DOES THE COMIC AND MEGA DRIVE PROUD!'*

By 'eck! I'm becoming quite a superhero fanatic, what with the ex-cellent *Ex-Mutants* last ish and now the very excellent *Captain America and The Avengers*! From the moment you boot the cart up, you can tell a lot of thought's gone into its design. The options are clear and comprehensive, the character selection screens are well drawn, and the demo mode's nicely done.

The game itself plays like a charm. Loads of moves can be achieved with various combinations of the attack and jump buttons, and though complex, you never get the feeling you don't know what you're doing.

The graphics are big and bold. Colours on all levels are bright and give *Captain America* that comic book feel. The music's chirpy and fits in with the game, and there are over 50 pieces of sampled speech (though it sounds like the speaker has a sock over his mouth!).

Comic book conversions seem to be 'in' at the moment, and thankfully most tend to be of good quality. *Captain America* follows this trend, so if you're looking for a new beat-'em-up and fancy helping the all-American hero give the all-American villains a right pasting, go and grab a copy!

PAUL 83%

While most of the Avengers can fly, Cap and Hawkeye have to use these hover jets.

SF Rating

86% PRESENTATION
● Selectable difficulty level, choice of continues and four characters to control

82% VISUALS
● Big, bold sprites with loads of colour, plain but adequate backgrounds

78% SONICS
● Average main tune but loads of sound FX and speech during the game

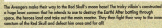
81% PLAYABILITY
● Controls are easy to pick up though they might look a little daunting to beginners

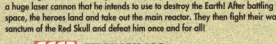
80% LASTABILITY
● Only five levels means it can be quickly completely on Easy — don't be tempted!

82% FORCE
● Great conversion of Marvel's greatest superteam! A cracking beat-'em-up!

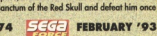
● PRODUCER: DATA EAST
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1-2 ● PRICE: £39.99

The Red Skull uses an army of mind-controlled soldiers to fight the Avengers. Use special attacks to beat 'em!





The Avengers make their way to the Red Skull's moon base! The tricky villain's constructed a huge laser cannon that he intends to use to destroy the Earth! After battling through space, the heroes land and take out the main reactor. Then they fight their way to the inner sanctum of the Red Skull and defeat him once and for all!



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Bats the way to do it! The traditional American pastime hits the Mega Drive — all the glamour, all the excitement, all the hotdogs! The SF Deadheads pitch in (groan!) and play ball.

Left: Choose Home Run Derby on the options screen and not only do you get the chance to practise batting, but there's also the option to score a few home runs. The guy at the top of the screen operates a machine. This flings balls at you from all directions and at different speeds. If you manage to hit one hard enough, there may be a home run in sight. If you reach the end of the session without scoring, you're called a sucker!

RBI 4 BASEBALL

Yep, America's major league comes to us thanks to Tengen with this sporty little offering. *RBI 4* simulates real baseball — no management side to this game (apart from team selection), this is pure action! Let's hit the diamond!

Every single thing seems to have been included. The options screen gives you a number of game types, from a single game through to a whole series. The difficulty level can be changed to give more or less of a challenge, and music and sound effects can be alternated.

All the national teams are here, including great teams from the past, so if you're a Baltimore fan and want to play their classic side of '83, you can! Next, select your line-up. The players' names appear with their stats and averages and it's up to you to choose a winning side. Once done it's out onto the pitch, to the roar of the crowd and the sound of leather on willow (sorry, wrong game!).

Matches are split up into ten innings, each one lasting until three players are out. The pitcher has a number of throws with which to fox the batter, including the highly illegal spitball, which could result in the pitcher being ejected!

At the end of the game a newspaper page appears, showing the winners in a huddle hugging the manager!

The crowd watch as the ball flies high over the stadium. The screen on the left's a mini map of the playing area. Keep track of your man and the location of the opposition.

Mat cries... *'A HOME RUN'*

Tengen have a habit of coming up with great games — and this is no exception! If you're a baseball fan or even a newcomer to the game, you'll lurve this!

It's best played in two-player mode. You and a friend slug it out over ten rounds (isn't that boxing?) to win the match. Your pitcher and batter are selected beforehand, via menus, but can be changed during play ('cos players get tired, like!). All of the main league teams are included, like old favourites the Boston Redsocks.

The computer sometimes controls your players! There you are, waiting to hit a superb home run, and your players are trying to steal bases. Get them back, quick, or they'll be out!

As baseball sims go, this is dead smart! The graphics are superb — the movement of the sprites is on a par with those in *Prince Of Persia* (yep, they're that good!). For once, the sound in an MD game's spot on, with ball effects and some great sampled speech.

I'd recommend this not only to any sports fan, but also anyone who enjoys team games. *RBI 4* scores a home run in my book!

MAT 86%

KNOW YOUR PITCH

THE BATSMAN: Press and hold the buttons for a complete swing, or a quick tap for a bunt. Hold the bat as in rounders, run to first base.

FAIR PLAY: This guy acts like a linesman in football and waves his arms about like a criket umpire. Only appears when the ball's far out.

FIELDER'S CATCH: In the top lefthand corner, fielding shots appear from time to time. Here, the guy makes a glorious catch.

FIELDER'S DIVE: Another animated shot. The ball flies in the air, only to be caught by this nimble fielder and thrown to second base.

SAFE AT BASE: This shot appears in the top righthand corner and shows your batsman made it safely to one of the bases.

SPITBALL: Umpire and manager fight it out — the ball's been tampered with. A spitball looks like a normal pitch, but drops at the last minute.

GAME OVER: This rather nasty little remark pops up at the end of the Home Run Derby section if you don't score any home runs!

THE PITCHER: You can choose up to five pitchers per game: one pitcher and four relievers. The starting pitchers have more stamina.



Paul proclaims... *'THE BEST BASEBALL SIM I'VE PLAYED!'*

I don't know about you but I've always had trouble understanding baseball. So it must be some measure of the quality of this game when, after about ten minutes, I fully understood what I was doing!

This is the best baseball sim I've ever played. The options are really friendly, and in no time at all I was tossing and curving my balls all over the place (fnarr!). This is really easy to get into, even if you've never played a baseball game before. And if you have the different teams and the incredible realism will convince you to add this to your collection.

The graphics are most excellent, nice, big and clear. The sound's totally bodacious, with those 15-second stadium tunes you always hear in ice hockey games, and FX and speech are top notch. Check out the animation screens when the ref cautions you for throwing a pitball or when you wet the ball to get some curve on it, they're well nice. In fact all that's missing are big foam hands (with your team's name written all over them) and tasty chilli dogs.

Right then, toss me a knuckleball, Mat! (Pardon?!)

PAUL 84%

Above: If the ball's caught as the players run between bases, a player may try to run back to the base he was just at. You can try to tag him out if you're quick enough.

One of the batsmen in full swing. Choose your players and line-up on the options screen, then kick some ass!

Here are the two team managers. They crop up from time to time, waving their arms and shouting abuse!

Above: The actual playing area, known as the diamond. Here the balls are bowled at many speeds and angles. Watch the top left-hand and right-hand corners for the state of play.

Left:: Another victory as the players head off into the sunset for a hot dog or three.

Below: A bird's view of the stadium. You may see this if the ball's hit hard enough!

FORCE CONTROL

+ ● Depending on situation, moves batter in the box, directs runner to a base, delivers sinkerballs, curveballs and fast balls, moves fielder around.

A ● When pitching, hold down then press pad or [C] to pitch. Fielding: throws the ball to a base. Batting: swings bat; press quickly for a bunt.

B ● Base running: hold down and move pad to run players between bases. Pitching: attempts to pick off base runner. Fielding: run to a base.

C ● Base running: return to previous base. Pitching: hold then press [A] to deliver pitball. Batting: press to bunt. Makes the fielder jump.

SF Rating

87% PRESENTATION
● Lots of menus, full team stats, plenty of teams to choose from, both new and old

88% VISUALS
● Smooth player movement, nice cartoony animation of ref and managers

82% SONICS
● Fits the game well. Good speech but a little muffled in places

89% PLAYABILITY
● Whether pitching or batting, easy to play; will appeal to most sports fans

87% LASTABILITY
● Numerous team combinations. World Series competition and home run games extend life

89% FORCE
● A striking sports sim perfectly pitched!

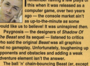
● PRODUCER: TENGEN
● GG: N/A ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1-2 ● PRICE: £39.99





Above: The nasty beast on the bridge drops acid on you. The droplets can be shot but concentrate on the beast itself; it has an unlimited supply of acid, which drains your health very quickly.

Below: Not all the beasts are difficult. The one below looks hard nut but in fact he's really easy. Just stand on the platform in front of him and shoot him in the head a couple of times! Bingo!



Warren sighs... *'UNINSPIRING'*

I remember having a few plays of this when it was released as a computer game, over two years ago — the console market ain't as up-to-the-minute as some would like us to believe! It was uninspired *then.*

Psygnosis — the designers of *Shadow Of The Beast* and its sequel — listened to critics who said the original *Beast* was all graphics and no gameplay. Unfortunately, toughening up opponents and obstacles and adding a weak adventure element isn't the answer.

The ball 'n' chain-bouncing Beast (er, except he isn't anymore) looks a bit haggard — he's even got the face of an OAP! I'm not surprised: he's probably aware of his single, fragile life and the masses of dangers ahead. It'd put years on anyone — and *does* take days off *Beast II*'s lastability.

Most of the adventure elements involve linking objects to problems, often in different areas of the level. Not all connections are logical and are instead discovered by accident. When you *do* know what to do, you're bumped off before you can put your plan into action!

True, the scenery, savages, creatures and monsters are all well designed and shaded, although a little dark, scrolling's smooth and music's atmospheric. An improvement of the aged original, yes, but it's too tough and too little, too late. ***WARREN 65%***

He's just a shadow of the beast he should be! No Big Country soundtrack but plenty of monster-slaying and puzzle-solving in the ongoing Beast saga. Pick up your club and whack a beastie!

SHADOW OF THE BEAST

It's a hard life. You've just finished avenging your dad's death when, lo and behold, your sister's kidnapped! She's going to become a beast if you don't find her! Put on your loincloth and cancel the milk and papers 'cos she's being held many miles away!

Beast II follows the same pattern as the first game. The Beast Lord's up to his old tricks again! If you're not a bit smart with the old club, he wipes out your entire family tree! (Such nice company you keep!)

Lateral thinking's combined with serious arcade action. All sorts of puzzles and problems have to be confronted; huge boulders have to be moved, seas crossed and monsters defeated to rescue your sis.

Gameplay involves scouring the landscape, looking for clues. Interaction with characters is vital. You'll distinguish between friends and foes because the more approachable people automatically strike up a conversation, whereas the aggressive types are liable to chuck spears as soon as you're in range!

A vital part of *Beast II* is visiting shops. You can spend the gold you collected from monster slaying on all sorts of weird and wonderful items: vials to replenish lost energy, weapons and objects vital for extracting help and info out of others, all on sale at bargain prices!

Other items are found en route and usually prove extremely helpful.

So get ready with pen and paper 'cos this needs mapping! Don't think you'll complete it in an afternoon, the playing area's huge and many a sleepless night will be spent wandering around the barren landscape.

One last thing to note. You only get one life and no continues, so you'd better treat your bloke with care. Happy hunting, you big hairy beast! SF

Paul ponders... *'NOT INSTANTLY ACCESSIBLE OR ENJOYABLE'*

If you're familiar with 16-bit computers you may already be aware *Shadow Of The Beast II* isn't the world's most exciting game. While there's plenty to do, what with scrapping and problem-solving, the whole thing doesn't gel.

Why? Running around fighting monsters and trying to solve incredibly hard tasks has limited appeal. Fans of the genre will love *Beast II* but there won't be enough to satisfy the more action-minded gamer.

Another minus is that in an incredibly big, complex game, you only get one life! Lose that and it's back to the start because there are no continues. To add insult to injury, there isn't a save option, either! Mental or what?! So if you want to complete *Beast II*, make sure you haven't got work the next day 'cos you'll get precious little sleep! Graphically, I can't fault it. Animation and backgrounds are stunning and the main sprite moves smoothly and realistically. Sound features nice tribal music and the odd FX.

This game's for the older readers among us who'll find *Beast II* a lasting challenge and thoroughly enjoy it! But if you're like me and fancy more joypad thrills as opposed to cerebral action, *Beast II* ain't for you. Not easily accessible or instantly enjoyable, try before you buy.

PAUL 71%

BEASTLY BADDIES

Spear Thrower: You encounter these cavemen right at the start of the game. To kill them, jump when they throw their spear then whack 'em!

Flying Monster: This little blighter flies around cutting the vines and ropes in half! If you get caught off guard your exit might be cut off!

Fat Giant: Tubby, as he's known to his friends, has the same weapon as you and guards the river at the bottom of the forest.

Bombing Caveman: Riding an insect and throwing rocks, this caveman's tough to kill. He takes loads of hits before he dies.

Zombie: This monster looks ferocious but is in fact easy to kill. Just get him to chase you then find a nice big hole and fall down it!

Above: Falling spikes are one of the game's many hazards. A well-timed run's needed.

The shopkeeper offers info and goods, if you've money.

GRAB 'EM

Chest: Found lying around Kara Moon's landscape, these chests contain gold, vials and other useful objects.

Axe: Select this and for a short period of time get three axes to throw. Don't select it until you fight a big beast.

Extra Energy: Bumps your energy level back up, which is just as well because you only get one life.

Coin: Pick these up from chests and after you slay some of the larger monsters, you can exchange them in the shops.

Horn: This has to be found in order to cross the sea. The old man at the start of the game tells you of your quest.

Jug: We've yet to find a use for this one, but doubtless it has to be used in order to complete one of the tasks.

Key: As with most keys this one opens some of the doors later in the game. You need to find it to progress.

Mace: This is your main weapon. It looks like a mace and acts like a yo-yo. Not very effective against bigger beasts.

T II

Above: You've just found the friendly dragon. He lets you pass through his part of the wood if you rescue his slave from the caveman!

SF Rating

71% PRESENTATION
● Change the joypad configuration, alter the difficulty level and listen to the sound test

83% VISUALS
● Detailed background with good use of colour. The charactes are well animated

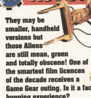
79% SONICS
● Eerie main tune, with tribal beats and sound FX in the game

75% PLAYABILITY
● Easy to get into, though some of the jumps need to be precision perfect

65% LASTABILITY
● Huge game but little incentive to play for any extended period

68% FORCE
● All right if you like this sort of thing. Lack of continues option limits appeal

● PRODUCER: ELECTRONIC ARTS
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1 ● PRICE: £39.99



Left: Standing at the top of the level, you're about to descend the ladder, get ready for some serious Alien blasting action as you save the cons.

They may be smaller, handheld versions but those Aliens are still mean, green and totally obscene! One of the smartest film licences of the decade receives a Game Gear outing. Is it a face-hugging experience?

ALIEN³

Ellen Ripley's in dire straits (what? The top Eighties 'rock' group?! —Ed). Her spaceship, *Sulaco*, has crash-landed on Fiorina 161, a penal planet inhabited by ruffians and thieves.

The bad news is, her travelling companions are dead and an Alien's infested itself inside her body. If that wasn't enough, face-huggers found their way onto the ship and escaped after the landing.

The fully-grown critters are taking all humans hostage. It's your job, as Ripley, to free the Aliens' captives and destroy the Aliens themselves.

You travel through what seems like a never-ending array of levels, blasting the slimy things and working out the best route to each hostage.

At the start of every round, you're told many humans you're to rescue. It's not an easy task, as all the sections of the prison planet are akin to mini mazes! And naturally, not all are easily found.

En route, collect the extra weapons and 1-Ups dotted around. Grenades, flame-throwers and machine guns are yours for the taking.

A scrolling display at the top of the screen highlights the number of weapons you're holding, lives left and hostages to rescue.

As the game progresses, the levels get longer, with more hostages to free. There's a time limit on each stage, too, so keep your eye on the clock!

If you're struggling, check out the radar monitor. This detects all lifeforms. You'll know where an Alien's hiding, at the top of a lift or deep inside one of the hidden tunnels.

An Alien eating away at your intestines and several thousand more to zap, things ain't looking good. You haven't reached the Final Showdown yet!

Ade smiles... 'WHAT A CRACKING GG GAME!'

This is the kinda game GG owners are screaming out for! High quality graphics and sound, superb gameplay and an instant challenge.

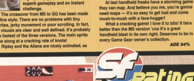
The crossover from MS to GG has been made in fine style. There are no problems with tiny sprites, jerky movement or poor scrolling. In fact, all visuals are clear and well defined. It's probably the fastest of the three versions. The main sprite zips along at a cracking rate of knots!

Ripley and the Aliens are nicely animated, as far as GG sprites go, and the backgrounds are choc-full of detail. The music adds to the sinister atmosphere. It's loud, it's mean and it's moody!

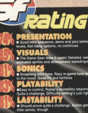
At last handheld freaks have a storming game they can map. And believe you me, you're gonna need maps — it's so easy to get lost and come mush-to-mush with a face-hugger!

What a cracking game! I love it to bits! It fairs better than the MS version 'cos it's a great handheld blast in its own right. Deserves to be in every Game Gear owner's collection.

ADE 84%



End of level guardians are pretty tough muthas to kill, but luckily you've got some of your flame thrower left and although the range is crap its firepower is deadly!







Paul blasts... 'A FANTASTIC GAME!'

At last! The GG's getting the quality software it deserves!

The latest offering sees Ms Ripley and her convict chums playing host to a bunch of gatecrashing Aliens! Not wanting her party ruined, she sets off to rescue the prisoners and blow up the Aliens. And it's great!

The plot and style's the same as the MS version, but the GG game's faster and smoother. Ripley runs about with a real sense of urgency and the Alien attacks are relentless.

The graphics are nice and big and there's no eye-strain when it scrolls. Sound effects are limited to explosions and a few beeps, but the music's suitably out-of-this-world!

The gameplay's the same as previous versions so those who don't like platform romps are advised to check it out first. But if you like its big screen brothers and want a decent game for the best handheld on the market, look no further, for the Aliens have landed!

PAUL 84%

Is Steel Talons the latest Heavy Metal band to be born in the depths of Game Freak Alley? Or maybe it's a brand spanking new helicopter sim? The Deadheads reckon it's an eagle wearing a pair of steel toe-capped Doctor Marten's! Let's find out...

Are those the Himalayas or the Alps? The simulator can generate any landscape and any climate. You can be flying through the desert one minute and the next skimming snow-capped mountain peaks, dodging the odd Yeti! Keep an eye out for your altitude and attitude meters — if you're stuck at 20,000 feet in a bad mood your co-pilot's gonna be pretty peeved with you when you get back down!

STEEL T

This time around, Tengen have a crack at a flight sim. Following close on the heels of Electronic Arts' *LHX Attack Chopper*, *Steel Talons* flings you into a high-tech air combat simulator, designed to test prospective pilots (rather like that challenge in *The Krypton Factor*!).

If you take up the gauntlet and fly the Apache AH-64 sim, there's every chance you'll make it into the elite helicopter combat team — The Steel Talons! To qualify for such an honour, complete 12 gruelling missions which test your acrobatic skills as well as your keen eye and sharp aim.

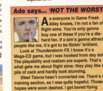
The controls are scaled down from those you'd find in a full-blown sim (well, it *is* a Sega joypad after all!) and the machine responds more kindly than it would in real life. If you take a steep dive, you probably won't stall the engine. Try that with a *real* Apache and it won't be *quite* so forgiving!

Your weapons are state-of-the-art missiles and rockets. The United States Air Force trusty 30mm chaingun's guaranteed to puncture a tyre at 20 paces!

The terrain and enemies the simulator generates vary for each mission. Planes, jeeps, tanks, surface-to-air missiles and gun turrets are just some of the computer-controlled adversaries. While some remain static and are easy prey, others don't want to be used for target practice. Try and steer clear of enemy choppers, airborne jets and towers. It's not easy!

Ready? Right! Climb into the sim and, for Heaven's sake, don't worry! Remember, it's only pretend. You're not gonna get ya ass shot full of lead, now are ya? (That's what you think! —Ed.)

Fancy a dip in Lake Victoria? Leave the swimming till latter and concentrate on the enemy and especially your designated targets. The best plan of action is to locate the targets on the map then work out the best route. Take hills and valleys if possible 'cos the cover should block out most radar waves (sneaky, eh?).



Flying around in your chopper, the scenery scrolls toward you at an alarming rate. The mountains appear from out of nowhere so keep your eyes peeled at all times! Your success depends on it!

Ade says... 'NOT THE WORST'

As everyone in Game Freak Alley knows, I'm not a fan of flight sims. You're only gonna buy one of these if you're a die-hard fan. If a sim's gonna attract people like me, it's got to be flickin' brilliant.

Look at *Thunderstorm FX*. I know it's a Mega-CD game, but I was hooked from day dot. The playability and realism are superb. That's what gets me about flight sims: they play like a pile of cack and hardly look stunning.

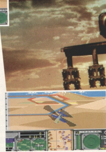
Steel Talons hasn't converted me. There's a training section, so I *was* quite hopeful. Those hopes were soon dashed. I got bored flying here, there and everywhere. I'd press the fire button just for the sake of it, willing an enemy craft to come zooming around the corner. It wasn't to be.

The saving grace of *Steel Talons* is the two-player option. Plug a controller into port two and a mate helps control altitude and rotation, while you concentrate on flying and shooting. Not a bad idea.

Not the worst flight sim I've seen, but when it comes to games of this type, I'm usually a back-seat pilot and let the big boys get on with it.

Don't buy *Steel Talons* just yet. Wait till the official Domark release and see if they make any improvements.

ADE 62%



Above: Through the hoops we go! Any more of these and I'll spew up all over the co-pilot (charming! —Ed).
Below Left: Take too much damage and it's all over.





Paul mutters... *'I'D PLUMP FOR LHX ATTACK CHOPPER'*

This comment has no chopper jokes, or other helicopter-related innuendos — promise! *Steel Talons* has arrived on import at a bad time. It comes on the market at the same time as *LHX*, a far superior game. Some may argue *Steel Talons* isn't as complicated, but I assure you *LHX* has enough action and realism to wipe the floor with this release.

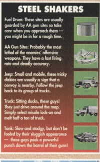
Steel Talons was one of the first flight sims to reach the arcades. It went down a storm, partly due to the novelty and partly to the big vector graphics that flew outta the screen! Gameplay was superb. Unfortunately, the MD version plays and looks like a pig.

The graphics aren't nearly as impressive on the small screen. They're well above average — crisp, clear and don't shame the vector system — but they don't have the same oomph! The perspective's a bit dodgy in places, too.

The sound's a little weak. There's a fairly poor intro ditty intended to rally you round and get blasting. Hardly! Other than that, there's speech now and again (some of which I couldn't understand), the noise of the Apache and blast 'n' bomb FX.

Not a bad attempt, but as you've probably gathered by now, I'd plump for *LHX* — it's a more polished title.

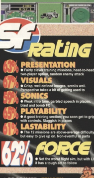
PAUL 65%

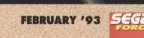


TALONS

Above: You're closing in on a tank and the lock-on signal's only a millisecond away. Keep your nerve and steady the sights 'cos if you give the tank time to see you he'll fire off a few rounds before you can whack him. All that damage adds up, ya know!

Left: On the training missions various weird tasks have to be performed to qualify for combat. The picture shows your helicopter flying through six-sided hoops. Every time you fly through a hoop, you get 200 points. Fly through the required amount and it's onto the next mission. You can, however, go straight into a combat mission if you feel brave (or foolish) enough.







Oh no! She's gone again! The moment your back's turned, that sneaky Carmen pops off around the globe, Michael Palin-style. We reckon she's loitering around New Street station! Any ideas?

Reviewed!

Once again, the world's threatened by master criminal Carmen Sandiego and the criminal organisation, V.I.L.E! Priceless treasures from around the globe have been stolen and no one has a clue to their whereabouts!

As the latest recruit to the Acme Detective Agency, you've been given the impossible task of catching these lowlifes! Using your skills as an ace detective, piece together various clues from informers and figure out who's behind the crimes!

Where In The World... kicks off with an urgent bulletin from Interpol, informing you of the latest crime that's taken place. Using a system of icons, you travel around the world to exotic locations and try to catch the suspect.

Your travels take you from the skyscrapers of New York to the heart of Moscow and elsewhere! Before you catch the crook, you must piece together enough facts about the shady character to get a warrant for their arrest.

You have until 5pm on Sunday to apprehend the thief so what are you waiting for? Grab your passport, your battered old hat and handy .45 and catch the next flight outta here!

Your mission briefing takes place at HQ (above). Your case duration's displayed.

Right: One of the many cities you visit. Looks like the Great Wall of China! Next to every picture, there's a brief description of each city and a lowdown on its inhabitants. Geography buffs may learn a thing or two. Get your reference books at the ready, folks!

Read the intro screens carefully as some of them hold clues which may help your adventures.

Above: The map screen. Travel the world in what seems like a few seconds. Your time's displayed onscreen.

WHERE IN THE W
CARMEN S

Above: Looks like one of the suspects is about to be nabbed. You know if you're on the right track 'cos a small animated sequence, like the one above, appears.

Above: Outside the ACME Detective Agency. The opening sequence to *Where In the World*'s not as impressive as the one for the first game. There are fewer options and objects to utilise.

Left: One of the character information screens. Here, the Harbour Master has a bit of gossip that may help you identify the culprit. Call up the dossier screen and add the snippets of info. When you've enough to go on, call for a warrant — you never know your luck!

Mat beams... *'ENTERTAINING AND INFORMATIVE'*

I always fancied myself as a bit of a Sam Spade, so I leapt at the chance of reviewing this game! For those unfamiliar with the original game (*Where In Time Is Carmen Sandiego?*), you're an ace detective, pursuing criminal masterminds.

You visit various shady establishments to gain information, which you input into your portable computer and try to match against one of ten suspects listed in your dossiers. Once you've figured out who's doing the dirty, it's a mad chase to nab 'em before the deadline expires!

The whole game has a sort of Cluedo feel to it. Although it doesn't take you that long to find out who you're after, it can be a pain tracking them down and arresting 'em! The main screen stays the same throughout the game, with gorgeous digitised pics of countries popping up as you travel to them. Determine your moves with the four icons at the bottom and use a simple menu system to enter commands.

Where In The World... is both entertaining and informative ('cos ya find out interesting facts about countries and the world we live in! Cor!). Definitely one for Mums and Dads to buy — their kids'll love it and the parents might learn something! **MAT 86%**



The digitised location pics are amazing. Mat takes a lunch break (below).

Watch you don't travel to the wrong country. The inhabitants won't know what you're talking about!

...WORLD IS ...SANDIEGO?

Ade says... 'STILL ENGROSSING'

If you're a fan of the first game, or maybe missed out on *Where In Time...*, this little box of booty's the one for you. The reason I say this is because *Where In The World...* isn't *that* much different from its predecessor.

This time around, I felt the whole caboodle didn't have the sinister feel of *Where In Time....* The opening screens and options are a bit weak, and then — BANG! — you're straight into the game without a word of warning.

Nevertheless, looking for clues in the reference book is still engrossing. The clues are a touch harder; you have to hunt that little bit longer for the answers.

The visuals for each city are very good, although the selection screen isn't as user friendly as the one in the first game. It's possible to fly to the wrong country accidentally on purpose. There ain't that much sound, just a title tune and the odd FX once in a blue moon.

Playing with a couple of friends adds to the enjoyment and on several occasions, Mat and I found ourselves saying, 'Oooh! I knew that!' Don't despair, parents, *Where In The World...* is still incredibly educational.

All in all, a competent sequel. You'll learn a lot, but could find it quite easy to finish.

ADE 78%

Above: To help find your man (or woman!), call up the character details screen. There's info here you can add to the dossier. Carmen has a great fondness for tacos!

Above left: In each location, there are three venues to visit. Three lots of vital information, maybe?

Above: Log in at the start of the game, choose your sex and enter a security code.

V.I.L.E VILLAINS OF THE UNDERWORLD

CARMEN SANDIEGO: The lady herself! A former spy for the Intelligence Service of Monaco. Owns a 1939 Packard Convertible.

DAZZLE ANNIE NONKER: Yoghurt bar owner! Loves tennis. Owns a Bugatti limousine amd has an incredible craving for shellfish!

KATHERINE DRIB: She's a mean and moody motorcycle racer. Her hobby is mountain climbing. Has a tattoo of an eagle on her left bicep.

FAST EDDIE B.: World class croquet player. Always leaves a diamond stickpin at the scene of a crime. A jetsetter who likes Mexican food.

IHOR IHOROVICH: Pretender to the Czarist throne. Likes croquet. Owns a limo. Has a strange Ukranian tattoo on his right shoulder. Eats lobsters!

LADY AGATHA WAYLAND: Reader of upper-class English mystery stories. Owns a Denghby Roadster. Has a diamond ring the size of a pineapple!

LEN 'RED' BULK: Ex professional hockey player and gambler. Loves seafood. Has a tattoo of a mermaid on his right thumb!

NICK BRUNCH: Ex-private eye. Likes climbing mountains. Owns a 'Black Mamba' motorcycle. Likes soiled trenchcoats.

SCAR GRAYNOLT: He's a folk guitarist. Has a limo with shaded windows. Wears a five-carat pinky ring. Has a manservant called Asp!

MEREY LA ROC: Freelance aerobic dancer. Has an absolute mania for fancy jewellery. Owns a fancy car and loves spicy food.

SF Rating

71% PRESENTATION
● Easy to control through menus and icons, password let's you restart at the same place

74% VISUALS
● Wonderful digitised pics show you the country you're in; cartoony arrest sequence

36% SONICS
● No in-game music, just some lousy sound FX every once in a while

78% PLAYABILITY
● Dead easy to use; the Mega Drive's sometimes a bit slow catching up with you

80% LASTABILITY
● The further up in rank you go, the more crimes you have to solve to be promoted again

82% FORCE
● A fun and factual game that'll have you coming back time and time again!

● PRODUCER: ELECTRONIC ARTS
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1 ● PRICE: £39.99



We're not scared of pollution — barrels of toxic waste are common around Game Freak Alley. Which probably explains why we don't have to switch the lights on when we nip to the lav at night!



Toxie and his friend Bloopie make their way through the treacherous Smogula Spaceport! Move Toxie along the roof of the train, cleaning up the bad guys as you go! The guy at the bottom's one of the deadly Radiation Rangers!

TOXIC CRUSADERS

It's time to take to the streets and clean up this town! The once clean and tidy city of Tromaville has been polluted by the hideous Smogulans! These disgusting aliens travelled to Earth and now use our planet as a huge dumping ground for their toxic waste!

The Smogulans are the worst polluters in the galaxy and turned their home planet into one big garbage heap! They brought huge barrels of toxic gunk with them to destroy the ozone layer, which would make Earth uninhabitable for humans!

Only the Toxic Crusaders stand in their way! The Smogulans have sent a legion of their best Radiation Rangers to destroy them. Armed with attack helicopters and radioactive slime barrels, the Rangers are out to annihilate the planet's last hope!

It's up to you to take control of Toxie and his pals and rid the world of these evil polluters! Pick one of three Crusaders and guide them around the six gunk-filled levels. The action's viewed seen from the side as the screen scrolls from right to left.

There's a constant barrage of enemy fire so stay on your toes! Each Toxic Crusader has a special move or attack to dispose of bad guys.

Getting rid of an opponent or smashing a gunk barrel leaves behind a power-up. These power-ups allow the Crusaders to use their devastating special attacks! The radioactive heroes can also shoot down passing enemy helicopters and jump in them to dish out airborne justice!

Travel from the streets of Tromaville to planet Smogula itself! Clean up the bad guys and gunk as you go and save the planet (if you can!). The action never stops for these hideously-mutated creatures of super strength and size!

FORCE CONTROL

- **+** The direction pad moves the Toxic Crusaders around the screen. It's also used to move and select options on the Start Game screen
- **A** Used to perform short-range attacks on bad guys. Also activates a characters special move when he collects a power-up icon.
- **B** Allows the Crusaders to perform long range attacks. Fires machine guns when riding skateboard, surf board or flying in helicopter.
- **C** Makes the Crusader jump in the air. Pressing jump twice performs a spin jump. Use Jump and [A] to swing from branches or platforms.



At the end of every level, Toxie and his pals take on the might of a nasty Garbage Dragon! The creatures two heads spit fire and it's claws also cause damage! Move in close and take out the heads first before finishing it off!



Mat oozes... 'AIMED AT THE YOUNGER MARKET'



The Toxic Crusaders recently became the most popular toys around. Their cartoon series has appeared on TV and there's even talk of a big budget Hollywood movie featuring the radioactive rascals!

So what's the game like? Good question! The first thing you notice about *Toxic Crusaders* is it's aimed at the younger end of the console market. It has an environmentally-friendly message all parents will approve of!

Toxie and his pals are out to save the world from polluters, protect the ozone layer and clean up their mess as they go. Sound advice for all those mucky wotsits who can't be bothered to tidy up their bedroom (don't let your parents read this!).

There are only three Crusaders to choose from but two-player mode allows a mate to help out. The main sprites are recognisable but aren't that large. This is frustrating when other characters pass in front of yours — you lose sight of yourself, as it were!

The two-player game's also a bit awkward. The main problem is the screen can't catch up with you. You even disappear off the bottom sometimes!

Once you've been through a few levels of bad guy-bashing, you realise all of the levels are virtually the same. The action gets boring and the challenges dull. Even using Toxie's pal, Bloopie, as a golf ball doesn't seem to improve the game's appeal!

If you're after a decent platform game or beat-'em-up, look elsewhere — *Toxic Crusaders* is a real stinker!

MAT 62%



Left: Take to the streets of Tromaville in the first level! The Crusaders start the game on rocket-powered skateboards and speed down the road, destroying Smogulans as they go!

Above: Destroy a bad guy and your reward's a power-up icon! Each icon has a different effect on the Crusaders—but it won't last!

Above: There are some very weird goings on in the Smogulan spacecraft! The guys in the foreground throw bombs so watch out!

Left: It's end-of-level guardian time again, folks! Fight through the spacecraft and encounter Dr Kilamof! This evil Smogulan uses a high-tech flying chair to crush the heroic Crusaders! Watch out for those laser blasts and use button [B] to attack from a distance! Go for it, Toxie!

It''s a dogs life on planet Smogula! Guide Junkyard through the polluted city, blasting scum birds as you go!

Warren gloops... *'TIRESOME'*

Alas poor Toxie, I knew him well! A bizarre cross between Quasimodo, Bruce Lee and Mrs Mop, the Toxic Avenger has masses of potential, as the live action movies, cartoon series and comic books show. But in his game, despite the backup of his Crusaders, he falls flat on slimy green face.

It's odd that Toxie's intro screens are greeted by silence, but when you hear the oddly plain, laid-back muzak and swooshing, high-pitched FX, you'll wish it had stayed golden quiet. The sprites are bright, brash and bold but poorly animated, backgrounds are bland.

Controls seem awkward and confusing at first, but actually are similar to many a beat-'em-up — it's just *Toxic Crusaders*' response and collision detection are questionable. Once you've got a handle on your character's special attack, spin-jump and spin-attack, you feel prepared for the battles ahead...

But the psuedo-3D playing field, where you travel forward and back as well as sideways, makes judging distances tricky, particularly when facing a flying opponent. Finding the right attack position can be a real pain.

Even some of the worse problems — like the cars which are often impossible to avoid — could be excused if *Toxic Crusaders* had variety. But no, it's the same tiresome nonsense, level after level. Ho-hum.

If you're a fan of the Toxic Avenger, watch the videos, read the comics and buy the action figures — *don't* play the video game.

WARREN 60%

CRAZY CRUSADERS

NOZONE: They don't come any weirder than this one! Speeds around on wheelie foot and spits out hot blobs! Also has powerful kick!

JUNKYARD: A 'ruff' fighter with superhuman strength! Has a disgusting habit of licking up toxic mess whenever he finds it!

TOXIE: The leader of the Crusaders! Uses his heroic mop to whack the bad guys and always cleans up mess afterwards! What a guy!

SF Rating

73% PRESENTATION
● Gunk-splattered intro, options screen, continues and two-player mode

77% VISUALS
● Characters are recognisable but far too small. No good, interesting parallax backgrounds

58% SONICS
● Poor in-game tune, sound FX are suitably squishy but not amazing

63% PLAYABILITY
● The Crusaders are often awkward to control and move far too slowly

61% LASTABILITY
● After a few levels, the action becomes too repetitive. Only six levels to tackle

61% FORCE
● Not a brilliant licence but worth a look for the environmental message

● PRODUCER: SEGA
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1-2 ● PRICE: £39.99



Bombing around the bathroom and whizzing around the workshop, the Deadheads discover size isn't important. (That's a relief!)



Left: Chasing choppers around the garden is the name of the game in this challenge. Watch out for the holes in the hose, the jets of water that spray out are fatal to the touch, and make sure you follow the course. Avoid all the shrubs and plants and stick to the path.

MICRO MACHINES

Codemasters, the 8-bit budget specialists, have been gaining quite a reputation for producing quality 16-bit games. *Micro Machines* is their first foray into the fast-paced world of Mega Drive software. And what a start they've made!

Micro Machines is a pure racing sim. Using different vehicles from the MM collection, you compete in a maximum of 27 races around common household objects, such as worktops, snooker tables and even the bath!

There are loads of different MMs to race with, including Formula One cars, helicopters, 4x4 trucks and even tanks! They're all available to the budding Mr Mansell!

There are four types of game. In one-player mode, you race in a tournament covering the full 27 levels, or just select a one-off head-to-head race where you select the machine!

Two-player's the same, except in tournament mode you can challenge your mate to see who wins five races.

When you're ready, select your driver and the three you're going to race against. There are 11 to choose from and their abilities range from ace right down to useless! After five races, the driver with the poorest score goes out of the comp and you pick another driver from the bunch that's left.

In a two-player game, you simply choose who you want to be, then your opponent chooses their driver.

The one-player game follows your car. Drive full-pelt around the tracks, avoiding obstacles and drops, bearing in mind you have to finish first or second to qualify.

One little hint: you can drive outside the track as long as you don't cut too many corners; handy for dodging obstacles in the middle of the racing line).

The two-player game differs considerably. All machines and tracks are the same but the aim's changed. Completing a set number of laps is secondary to scoring points off your opponent. Score more than eight and you win!

To score, all you have to do is scroll the screen so your opponent's left behind. If he disappears offscreen, you take a point off his score and add it to yours! Don't forget, it works both ways!

So pick up your magnifying glass and grab your MM to enter some wacky and wonderful races! But remember, if it doesn't say *Micro Machines*, it's not the real thing! SF

Paul roars... 'IMMACULATE'

I hope Codemasters are consistent. If they are, us MD owners are going to get some stunning games in the near future, because *Micro Machines* is a fantastically playable racing game. It breaks the mould of current MD racers and comes like a breath of fresh air to us speed freaks! (No fumes with these cars!)

Presentation throughout's immaculate. Loads of cartoony effect pics pop up all over the place and make *MM* feel fun to play (strange but true).

The graphics are stunning, especially the backgrounds. The cars glide around the tracks as if on skates and although they're not graphically complicated, they look and feel nice and solid!

Sound isn't as remarkable as the graphics but serves its purpose; the music's nice and jolly, FX basic but recognisable (typical revving noises and the like).

But the one thing that really makes *MM* a Smash is the playability. Easily picked up, with nice, simple controls which respond well to your commands, *MM*'s one for all the family!

The two-player game's a bit naff compared to the single-player, a split screen would have been better, but it's still good for a laugh or two. Try before you buy if you're thinking of buying *MM* for its two-player option.

Codemasters have come up trumps with their first MD release. Let's hope more of the same is to come, because games of this quality are welcome on the MD *any* time!

PAUL 91%

Above: Bombing around the snooker table is probably one of the toughest tracks in *Micro Machines*. When you leave the table, watch out for the drop off the cush.

Above: There's the little box where the *Micro Machines* are stored. Every time you complete a challenge one of the gaps is filled. There are 27 to fill! Get racing!

Above: Sandy Straights is one of the bouncy tracks. Your buggys bounce and bump all over the place and there's a nasty water jump in the middle.

Mat grins... *'A GREAT RACING GAME!'*

Now, we all know how naff Nintendo games are, right? Right! However, there's one game that wasn't too bad and has now made a madcap leap onto the MD. What is it? Micro Machines, of course! It's the best racer in months!

Needless to say, the MD version's a billion times better than the 8-bit Ninny's, with some superb graphics, smart parallax scrolling and blindingly good gameplay! Codemasters have taken the plunge into the wonderful world of Sega and come up with a real corker!

T'rrific fun can be had racing around table tops, over snooker tables and skimming through bubble bath water (it's a bit surreal, isn't it?). The 'Land of the Giants' idea works really well, massive everyday objects and backdrops dwarfing the cars!

Being able to choose your player and opponent's handy — you can race the tough players on the easier courses and save the awful drivers for later on. You'll need to 'cos getting around some of the later tracks can be a nightmare!

The idea of having a collector's case to fit your trophies in is great! When you win a race, you keep a miniature car! Collect all the cars and complete the game — better than petrol station vouchers! Brilliant!

Definitely a must-have, so keep an eye out for it!

MAT 89%

MINI MARVELS!

TWO-PLAYER GAME: Choose a single game or compete against your mate in tournament, only you can't choose the vehicles.

CHOPPERS: These aerial racers are one of the easiest Micro Machines to control; there isn't any over teer to wrestle with.

WARRIORS: Racing around the work-top, these big slow brutes ram and push each other until one of them blows up.

POWERBOATS: Foamy fun for all as these speedsters race around the bath tub. They're very easy to control.

TANKS: These are the most fun to race 'cos you can blow each other up! Simply point your turret at the others and fire!

FORMULA ONE: Budding Nigel Monsells get to race these turbo-charged terrors around a snooker table! It's a cushover!

TURBO WHEELS: These vehicles are the only ones tough enough to stand up to the testing track named the Sandy Straights!

4X4s: Big trucks and a big breakfast to race around. Check out the map on the left to see the whole track.

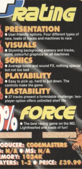
SPORTS CARS: These perishers are guilty of oversteer so don't be too hard on the controls. Mind the bends!

TWO-PLAYER CHALLENGE: This is the prize at stake when you and a mate race in a tournament: a beautiful cup!





Above: When you're racing on the worktop don't avoid the oil spills — they make your car go faster!



SF Rating

88% PRESENTATION
● User-friendly options. Four different types of race, loads of tracks and machines to race

90% VISUALS
● Stunning background scenery and tracks, solid, colourful graphics on all machines

70% SONICS
● Average tunes and sound FX, nothing special but not too bad

89% PLAYABILITY
● Easy to pick up, hard to put down. The controls make the game

86% LASTABILITY
● 27 tracks present a formidable challenge; two-player option offers unlimited shelf life

90% FORCE
● The best racing game on the MD. Lighthearted and loads of fun!

● PRODUCER: CODEMASTERS
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1-2 ● PRICE: £39.99



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Left: Later levels are really difficult. You're up against a seemingly endless army of drug-crazed thugs and now the Predator himself joins in. He looks a bit like an Ewok but his weapons are much more deadly than anything those furry creatures could invent. He's also invisible for worryingly long periods. Happy hunting! (MS)

DRUGGED THUGS

Sewer Shooter: These guys are a real pain in the ass. They pop up from their manhole and take well-aimed potshots. Kill these quickly.

Snipers: When it comes to chickens, these are prize turkeys. They hide behind windows and fire potshots. They can be killed with a grenade.

Thugs: The most common baddies to threaten Harrigan. They roam the levels armed with baseball bats and guns but prove little threat.

The people of Los Angeles are going wild. Is the heat wave or drugs to blame? Or something more sinister? Call Lieutenant Mike Harrigan. He has all the answers...

The Predator. Just the sight of this creature is enought to turn a man to stone. The perfect killing machine.

It was a fairly hectic day in Game Freak Alley. The phone hadn't stopped ringing all day. This call, however was a little bit different...

'Hi, Mike Harrigan here, Los Angeles Police Department. I'm tacklin' my toughest case yet. Rival Columbian and Jamaican gangs have turned these streets into a war zone. Drugs are rife. Too many good people are being poisoned.

'I've bin sniffin' around. Gettin' the word from grass roots level. There's talk of Voodoo-related sacrifices and alien Predators livin' deep under the city. This ain't talk — this is for real! I know it!

'Though the guys at FBI don't think I know. They want me off the case. No way! Too many LAPD officers have been taken hostage by these gangs, and if I don't get my butt into gear, the Predators are gonna get the lot of 'em, period.

'I'm on my own. The pressure's taking it's toll. What does a man do? Whoa! Hang on there! Maybe you guys could lend a hand? What d'ya say?'

You take the role of Mike Harrigan, cleaning up the streets of LA. At the start of the game, you've four lives to your name. There are seven levels of mayhem. Shoot the drug barons, destroy their hypodermic needles and rescue the hostages.

Of course, the bad guys shoot back! This zaps your life force. A bar at the bottom of the playing area shows your supply of energy. Grab extra lives, rifles, shotguns and grenades en route to aid your task. Use button [2] to select a different weapon.

While blasting everything to pieces, a Predator watches over you. Keep an eye out for his gunsight. When it starts moving, you can bet your last dime it's gonna track you down. Move from the section you're fighting in as soon as you can. That may mean rescuing a couple more hostages before a door opens, or barrier crumbles.

But you're up to it! You've got the best felony record in the history of the LAPD. Not even a Predator can outwit *you*... or can it?

Ade muses... *'NOT BAD FOR A GG GAME'*

Well, let's be honest, I didn't much care for the MD version. It was hardly star-bursting material, both in the visual and gameplay departments.

Acclaim have done a sort of *Sonic 2* job with the 8-bit versions and completely revamped 'em, and that's no bad thing. As a GG game, *Predator 2*'s not bad.

Don't expect to be startled. The format's not original, a 'race around 'n' blast then tackle the end-of-level bast' affair, but it's fun for a while.

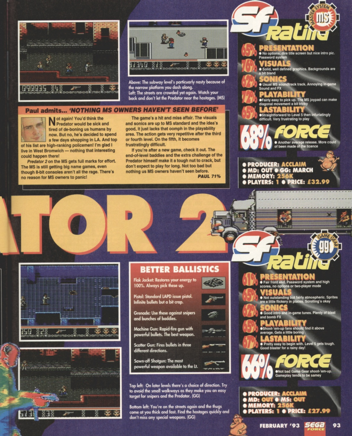
Let's face it, this isn't a colourful romp, so the visuals have to be a bit dull and gloomy! The sprites move around at a good rate and are quite nicely animated. Sound FX are fair, with plenty of blast and boom noises and a good in-game theme.

My major gripe is it could be a touch easy for hardened gamesters. The passwords make it even easier! I'm worried, too, that the action soon becomes samey.

If you're a fan of shooters/ rescue 'ems, GG *Predator 2* ain't a bad game to have.

ADE 67%

End-of-level baddies pose little threat. The van is one of the more difficult enemies because it's extremely well protected. There are loads of thugs wandering around the screen who hinder your progress against the van. The two snipers are real pains so deal with them first then concentrate on the van. (GG)



Above: The subway level's particuarly nasty because of the narrow platform you dash along.
Left: The streets are crowded yet again. Watch your back and don't let the Predator near the hostages. (MS)

Paul admits... 'NOTHING MS OWNERS HAVEN'T SEEN BEFORE'

Not again! You'd think the Predator would be sick and tired of de-boning us humans by now. But no, he's decided to spend a few days shopping in LA. And top of his list are high-ranking policemen! I'm glad I live in West Bromwich — nothing that interesting could happen there!

Predator 2 on the MS gets full marks for effort. The MS is still getting big name games, even though 8-bit consoles aren't all the rage. There's no reason for MS owners to panic!

The game's a hit and miss affair. The visuals and sonics are up to MS standard and the idea's good, it just lacks that oomph in the playability area. The action gets very repetitive after the third or fourth level. On the fifth, it becomes frustratingly difficult.

If you're after a new game, check it out. The end-of-level baddies and the extra challenge of the Predator himself make it a tough nut to crack, but don't expect to play for long. Not too bad but nothing us MS owners haven't seen before.

PAUL 71%

SF Rating — Master System

65% PRESENTATION
● No options, dire title screen but nice intro pic. Password system

76% VISUALS
● Solid, well defined graphics. Backgrounds are a bit bland

62% SONICS
● Usual MS soundtrack track. Annoying in-game Sound and FX

72% PLAYABILITY
● Fairly easy to pick up. The MS joypad can make diagonal movement a bit tricky

65% LASTABILITY
● Straightforward to Level 5 then infuriatingly difficult. Very frustrating to play

68% FORCE
● Another average release. More could of been made of the licence

● PRODUCER: ACCLAIM
● MD: OUT ● GG: MARCH
● MEMORY: 256K
● PLAYERS: 1 ● PRICE: £32.99

BETTER BALLISTICS

Flak Jacket: Restores your energy to 100%. Always pick these up.

Pistol: Standard LAPD issue pistol. Infinite bullets but a bit crap.

Grenade: Use these against snipers and bunches of baddies.

Machine Gun: Rapid-fire gun with powerful bullets. The best weapon.

Scatter Gun: Fires bullets in three different directions.

Sawn-off Shotgun: The most powerful weapon available to the Lt.

Top left: On later levels there's a choice of direction. Try to avoid the small walkways as they make you an easy target for snipers and the Predator. (GG)

Bottom left: You're on the streets again and the thugs come at you thick and fast. Find the hostages quickly and don't miss any special weapons. (GG)

SF Rating — Game Gear

61% PRESENTATION
● Fair front end. Password system and high scores, no options or two-player mode

65% VISUALS
● Not outstanding but fairly atmospheric. Sprites are a little flickery in places. Scrolling's okay

62% SONICS
● Good intro and in-game tunes. Plenty of blast and bomb FX

65% PLAYABILITY
● Shoot-'em-up fans should find it above average. Gets a little boring

67% LASTABILITY
● Pretty easy to begin with. Level 5 gets tough. Good blaster for a rainy day!

66% FORCE
● Not bad Game Gear shoot-'em-up. Gameplay tends to be samey

● PRODUCER: ACCLAIM
● MD: OUT ● MS: OUT
● MEMORY: 256K
● PLAYERS: 1 ● PRICE: £27.99



Classifieds!

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● Mega Drive games, over 20 in all for sale. Also wanted, second hand SNES games, £15–20. Also Mega Drive with two games and one control pad, £85. Phone Steven on (081) 657 3716.

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● Sega Master System for sale with nine great games, inc Sonic, Golden Axe and Double Dragon. Worth over £305 but will sell for £150 ono, vgc. Tel (081) 878 0407, ask for Jonny, must pay cash.

● Master System II, mint condition, five top games, AC adaptor, two joypads, a thousand cheats, G Axe, Sonic, A Beast, E Racer, A Kid, £120 ono. Phone (0702) 351627.

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● Sega Master System with Light Phaser and four games. Games all boxed, £80 ono. Tel: (0594) 842039.

● Cheap Mega Drive for sale, 13 games, two joypads. Games include: Desert Strike, Mickey Mouse, Strider, Robocod and many other great titles. Runs all games, yours for only £300 ono. Ask for James on (0892) 862992.

● Jap Mega Drive, 12 top games include Fighting Master, Strider, California Games and many more, all boxed. Two carrier game cases with Arcade Powerstick and pad in good condition. Worth £450, will sell for £350. Phone (081) 870 9834. Must collect.

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● Game Gear, four games, car adaptor, all boxed, worth over £200, accept £95! Write to James at The Cherry Tree, Writtle Rd, Chelmsford, Essex CM2 OBL.

● Master System II, four good carts, Alex Kidd built in. £110 or swap for MD and games. Call (0427) 611463.

● For sale, MS games Asterix, Wonderboy 3, OutRun Europa, Operation Wolf, £14 each. Double Dragon, Jungle Fighter, Impossible Mission, Shinobi, £12 each. California Games, no instructions, £10, Rescue Mission, Action Fighter, £9 each. Super Tennis, Aztec Adventure, £6 each. Tel: (0651) 851384.

● Sega Mega Drive games, send SAE for list. Ghouls 'N' Ghosts, Wonderboy, Quackshot, Bonanza Bros, Flicky, Toki and many more (all for sale). Write to: L Bryant, 125 Lossiemouth Rd, Elgin, Morayshire IV30.

● Master System I for sale, seven games, including Arcade Hits, Shinobi, After Burner, Time Soldiers, Dragon Crystal, Time Soldiers, £145 ono. Write to Amran Bashir, 13 Pasture Rd, Wembley, Middx HA0 3JB.

● Game Gear plus five games including Sonic, carry case and adaptor. Good condition, £140 ono. Ring Colin on (0980) 624739.

● Sega Game Gear, three games, six rechargeable batteries, Wide Gear magnifier, Master system adaptor, car adaptor, good condition. £150 ono. Tel: (0268) 710235.

● WANTED ●

● I will pay between £10 and £18 for UK Mega Drive games, boxed with full instructions. Or, if you prefer, I may be willing to do swaps. Send details to: Simon, 2a Cherry Tree Avenue, Dover, Kent CT16 2NL.

● Wanted: Sega Mega Drive and SNES with good collection of games. Also wanted SNES, Famicom, Mega Drive games. Please tel (0527) 32230.

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Left: Pick up armour coins as you go. 33 coins gives Rohan silver armour. This protects him from attacks and halves his damage. Unfortunately, as he gets hit he loses coins. To keep the armour level the same just keep collecting coins!

If you go down to the woods today, you're sure of a swift demise... Dusting off an old lantern and lighting the half-melted candle within, the Deadheads venture into Draxos's new domain.

RISKY

It is a time of great suffering. Lord Of Darkness and all-round bad egg, Draxos, has used his arcane powers to corrupt the ancient forest, Risky Woods.

The protectors of this sacred woodland were a group of powerful monks. These brothers had sworn, long ago, to protect the wood and its inhabitants.

However, the evil power of Draxos was too strong and the monks have been turned to stone! If the brothers are not returned to their normal state soon, Draxos will cast his evil cloud across the whole land (or something like that!).

The bravest of warriors have failed to rescue the monks so now it's up to you! For you are Rohan, warrior, diplomat and friend to small furry animals! Armed only with throwing knifes and your cunning, you must battle through four zones to rescue the trapped monks.

Each level's split into two sections and ruled by an end-level guardian. As you journey through the Risky Woods, legions of hideous creatures bar your way. Kill them using the extra weapons that appear and pick up the armour links they drop. Collect 33 links and Rohan gains silver armour. Gold armour's obtained when 67 links are collected.

Even with all this extra armour and firepower, Rohan needs all his skill and courage to complete his mission and free the monks. Can you survive the horrors of *Risky Woods*? SF

Ade wibbles... *'FRUSTRATION FACTOR LETS IT DOWN'*

I admit to being a great fan of platform games, so there was a barrel load of arguments when the guys said they didn't like *Risky Woods*. Mat and Paul claim it's too difficult. You can't please everyone!

Us reviewers either wibble on that a game's too easy or too hard. In my opinion, *Risky Woods* has the right difficulty setting, but it's frustration factor lets it down. Even the simplest of manoeuvres make for a spot of joypad flinging.

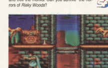
The jump move's awful and the main guy can be terribly unresponsive. It's hard to time your leaps correctly when there's mêlée on screen. I either fell off platforms for what seemed like no reason at all or landed short of them.

There are a few nice touches throughout, however. Collecting keys, rescuing monks and following the light patterns dreamt up by the gargoyles make for good adventuring.

The objects en route confused me at first. It's difficult to tell what each one's going to do. On one occasion, an apple put me to sleep. Further on, it dealt out oodles of points! Strange!

Graphically, *Risky Woods* looks good and captures the atmosphere of the plot. The sprites are well drawn and nicely animated, the backdrops mean and moody. Sonics are a bit weak — tunes are somewhat akin to a Fisher Price television set!

Die-hard platform addicts may find *Risky Woods* a little annoying. However, it's not easy to finish, so the long term challenge may counteract the playability pitfalls. ***ADE 73%***



Above: On later sections of the game, Rohan uses lifts to take him to higher or lower levels. The chest at the top contains items that may prove useful to our hero!









WOODS

Above: Those spooky skeletons are everywhere! On the ledge above is the first part of a key. Collect both parts of the key, throw it at the gatekeeper and play the tune.

PICK 'EM UP

CHEST: These large wooden boxes contain many useful items. Hit them with full force then pick up the objects from the floor.

CROSS: This does absolutely nothing! However, it's worth a whopping 10,000 points so don't forget to grab it!

ARROW: Worth a massive 10,000 points or it warps you back to an earlier part of the level. Not very handy at all!

APPLE: Another 10,000 point pick up–or it sends you to sleep. This loses Rohan time but increases his energy. Useful but costly!

CONTINUE: A mini Rohan appears and dashes off! Trap him three times and you're rewarded with an extra life and a continue at the end.

RISKY BUSINESS

COIN SACK: These little babies float by every so often. They're full of armour-enhancing coins. Grab as many coins as you can!

ARMOUR COIN: You need to collect these objects, in order to improve your armours strength. Get 33 coins for silver armour and 67 for gold.

BOOMERANG: Cut through the bad guys with this specially sharpened weapon! It'll always come back to you but mind your fingers!

FIREBALL: Hurl these in a straight line and watch those ghouls burn! Very potent, very fast and very hot!

MAGIC DAGGER: This looks like the weapon you start off with but these ones are more effective. You have an endless supply of 'em, too!

MORNING STAR: If you're looking to do some real damage, this is the weapon to have! They travel in a straight line when thrown.

AXE: This monster of an item lets Rohan inflict powerful hits from a distance! Once thrown, the axe falls in an arc towards an enemy.

GATE KEY: You must pick up the two parts of the keys to get further on each level. Throw the key into the gatekeeper then play the tune.

To free the monks, Rohan has to battle through four treacherous zones. The monks have been encased in stone and can only be released by a heroic warrior!

Mat frowns... *'FRUSTRATING!'*

At first glance, *Risky Woods* appears to have it all. Large, colourful sprites, superb backgrounds and great sound. Unfortunately (there had to be an 'unfortunately'!), after just a few minutes play you begin to realise just how frustrating the gameplay is!

Simple movements such as jumping or firing are complicated by the amount of annoying creatures who charge toward you. Rohan can only jump a few inches off the ground and this makes landing on platforms a real pain.

The collision detection leaves a lot to be desired! You'd think with all the weapons at his disposal, Rohan would have no hassles taking out the bad guys. Yet even the daftest of creatures has no trouble at all draining your energy!

The other gripe I have concerns pick-ups. Half the time the damn things kill you or send you back to the start of the game! This becomes a real pain. Even the most die-hard of platform freaks will throw the joypad down in frustration!

Console games should be fun to play. Most games are challenging; this one might look good but it's just too frustrating!

MAT 75%

SF Rating

68% PRESENTATION
● Options screen lets you change the control set-up, continues and extra lives

86% VISUALS
● T'rrific graphics and backdrops let down by jerky movement

63% SONICS
● Spooky woodland music sets the scene, sound FX are unimaginative

72% PLAYABILITY
● Main character is unresponsive at times, constant bombardment of creatures

84% LASTABILITY
● This'll take ages to crack simply because of the high difficulty level

74% FORCE
● A run-of-the-mill platform game, too frustrating to have long-lasting appeal

● PRODUCER: ELECTRONIC ARTS
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1 ● PRICE: £39.99

SEGA FORCE SMASH **Reviewed!**





Left: Keep an eye out for grassy ledges that appear to float in mid-air! There's more to 'em than meets the eye! Some ledges move from side to side when you leap on them, others move up and down. Many help you reach higher ledges, but you may have to bounce on them a couple of times before they spring into action. Just make sure you don't fall off!

ROLO TO RESCUE

Rolo the Elephant packed his trunk and said 'hello' to the circus! The vile McSmiley's captured Rolo and friends and forced them into performing tricks for the evil ringmaster! Can our big-eared friend save the day?

Mr McSmiley's a nasty piece of work, for sure! Taking Rolo from his mother and forcing him into a life in the circus ring. Ahhhh!

Fortunately, Rolo's no dumbo — he's got brains! The lad escapes and attempts to find his way home. En route, he discovers several hundred furry likkle creatures who McSmiley's imprisoned in cages. Being a caring kinda guy, Rolo wants to free 'em all, but without the keys, his rescue mission's pointless…

That's where *you* come in! Take control of our ele-friend and rescue all the cutesy critters on every level you visit.

First up, the map screen. There are four domains in all: The Forest, The Desert, The Canyons and Circus Land.

To venture into later levels, you must successfully complete the dozen or so sections in each world and defeat the end-of-level boss. Watch out for the circus strongman! His dumbbells ain't exactly fussy 'bout where they land!

Beavers, squirrels, rabbits and moles are just gaggin' to be rescued! McSmiley holds the key to every cage. When you see him, jump on his head, grab the key and release your friend.

All creatures have special skills. Beavers are good at swimming, squirrels are excellent climbers, moles just love digging and rabbits can leap tall trees in a single bound! So when you reach a part of the level Rolo can't access, change character and use one of your mates (assuming you've rescued a couple!) to see you through.

Rolo's usually in charge, the rest of the gang following close behind. The journey's fraught with danger. More often than not, you come face to face with lumberjacks, vultures, mutant caterpillars, walking bombs, balloon bombers and the like. Jump on their heads to kill 'em and gain extra points.

Several objects en route have hidden powers that may be of use. Washing machines, Helium gas, lemonade and bouncy rocks all serve their purpose if you know when and where to use 'em.

With puzzles a-plenty, hidden rooms and a whole secret world to find, Rolo's certainly got his work cut out for him! If only he'd chatted to Mr Chipperfield in the first place, none of this would've happened! SF



Above: This is the map screen. If you press Start, the map bird guides you round the playing area…



Above: Choose piggyback on the creature select screen and Rolo's mates use him as a taxi!





Left: The mine cart section. Duck the stalactites and jump the lava pits. Nifty finger work's required!

Mat chuckles… *'HILARIOUS!'*

Rolos just happen to be my favourite sweets so this game must be packed with lovely chocolate treats and… Wait a minute! What's that flickin' elephant doing on the screen?! Oh nadgers! It's *Rolo To The Rescue*!

Electronic Arts have really come up with the goods this time! *Rolo To The Rescue*'s an odd little game that mixes elements of *Sonic*, *Taz-Mania* and *Robocod*!

The idea of controlling more than one character's nothing new but *Rolo* does it better than others. The real challenge comes from using the animals in the right order. Half the time some levels seem impossible, but rescue a friend and the tables are turned!

There are very few faults. The difficulty level's just right (the levels get tougher as you go) and there are enough continues to avoid frustration setting in!

The graphics are *James Pond*-ish but that's a good thing! The animals are cutesy and well animated.

Let me mention the music — it's brilliant! Hum-along tunes and cartoony sound FX make *Rolo* a joy to play!

Buy this game, save your furry friends and rescue your poor old mum. Cor, ain't it cute?

MAT 91%



Ade trumpets... 'LOADS OF ORIGINAL TOUCHES!'

This game is sheer class! Electronic Arts have again taken aboard Vectordean, the company responsible for the *James Pond* series and it ain't been a mistake!

Being a platform addict, the first word outta my mouth when I saw this was 'Wow!'. Having played it, I shouted, 'Yahoo!'! *Rolo To The Rescue*'s absolutely brilliant! (Do you get the feeling he likes this?! —Ed.)

The graphics are simply breathtaking. I warn you now, almost every comment you read will mention the word 'cute'. And they are! Let's not beat about the bush, the graphics are so cute it's unreal — but they're gorgeous with it!

The attention to detail's amazing. The main sprites are huge and beautifully animated. The antics they get up to when you leave 'em standing are humorous. The rabbits sit and read a book, squirrels smile at you and wolf a load of nuts!

The gameplay's superb. Teamwork's the main theme. Sussing out which character does what and where takes time and a helluva lot of practise. There are tons of puzzles, to boot, something *James Pond* and *Robocod* lacked a little.

I have to rate this higher than *Wonderdog*. Playability and gameplay are far better; the whole caboodle's much more involved. When you dust away the icing sugar (ie, the sickly sweetness of it all!), *Rolo To The Rescue*'s great fun to play, offers a smashing challenge and has loads of original touches. **ADE 94%**

MEET THE GANG!

ROLO: The leader of the pack! He can suck and blow objects using his trunk. Doesn't like water. He trumpets when he dies!

MOLES: Digging's what moles like best. They dig the soft dirt, which is darker than hard dirt. Press Left or Right and [C] to dig.

RABBITS: Next to reading, jumping is a rabbits fave pastime. They jump higher than the rest of the team. Useful for grabbing jigsaw pieces.

BEAVERS: They're great swimmers. They wear inner tubes and are always ready for a dip! Handy if you need to cross a lake or river.

SQUIRRELS: They like to climb. They clamber up anything Rolo can't walk past., like steep hillsides, or the walls of caves and mines.

MR McSMILEY: The bad guy of the bunch. His hat holds the key to this whole darn business! One touch from him and you're a gonner!

THE

Above: Rolo turns his back on a mushroom! Bad idea, mate! If he walks over it, he's taken to a secret room. Plenty of bonus points and McSmiley may be hiding here!

Above: The Circus Strongmen. He's the barrier between The Forest and The Desert. He drops dumbbell balls. Leap on them, then bounce on his head to kill him.

GOODIE TIME!

LEMONADE: Rolo drinks with his trunk. He's too busy to be thirsty, so uses this to squirt the enemy! Press [C] when you've grabbed some.

HOOVER: When Rolo grabs this, he can suck up bad guys, like porcupines, and blow 'em out again! Ouch!

JIGSAW PIECE: The map of the four worlds is a jigsaw puzzle. Grab a piece and a new section's revealed. Usually hidden on high ledges.

KEYS: These open the cages which hold your likkle friends. McSmiley has all the keys. Jump on the old bloke's bonce to grab keys!

WASHING MACHINE: Jump in here and Rolo shrinks to the size of a pea! Useful for getting through tight gaps underground.

FORCE CONTROL

+ ● The D-pad moves Rolo and his friends around the screen. Can also be used to guide an animal when it is falling down from a great height.

A ● Hold down button A and the D-pad to run fast in one direction. Let go to slow down to normal speed. Also used to select animal.

B ● Button B is used to make the animals jump. Rabbits can jump the highest and squirrels can jump up walls. Hold down for a higher jump.

C ● Used by Rolo to suck or blow, squirrels to stick to walls and moles to dig. Keep the button pressed to perform these actions.

SF Rating

85% PRESENTATION
● Cracking intro sequence shows team in all their glory. Demo, no options, four continues

93% VISUALS
● Cute, cartoony... the graphics are superb. Detailed sprites and stunning backdrops

88% SONICS
● Loads of in-game tunes and ditties. Great FX add sense of occasion

94% PLAYABILITY
● Using each animal's great fun. They're all easy to control and incredibly responsive

91% LASTABILITY
●Some puzzles take quite a long time to fathom out. Just the right amount of continues

93% FORCE
●Stunning! Platform fans will love it. A new dimension to a tired genre

● PRODUCER: ELECTRONIC ARTS
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1 ● PRICE: £39.99

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SEGA FORCE Proudly presents DEADHEAD REVISITED

Part Two: Into the Alley!

As the SF deadheads come of age and start to mellow, ADRIAN PITT stirs up the proverbial hornet's nest and lets rip with a few embarrassing secrets to put 'em in their place! Last month, issues one to six were scrutinised by old eagle eyes himself. This time round, the lowdown on issues seven to twelve: the barnstormers and the gut wrenchers — they're all here! And if there's room, the goss on who was doing what, with whom and where. Let's go...

ISSUE 7

SEGA FORCE July 1992

In which Sonic 2 received a Chicago outing, the SF searched for Eastern promise, Kyle Reese and Sarah Connor terminated their SEGA FORCE subscription, DJ Boy skated into a quagmire and whoever said Virgin games were prehistoric?! ADRIAN PITT reports...

For July, it was a case of what was good was very, very good and what was bad was flickin' awful! Cream of the Master System crop was **Domark**'s cracking platform adventure, *Prince Of Persia*. Character animation was gob-smacking. The hero alone had 248 frames to his name!

'MS owners have sure got something to boast about now,' cried Paul Mellerick. I agreed wholeheartedly: 'Mega Drive owners will buy MS Powerbase Converters just to play this!' *Prince Of Persia* blasted in at a whopping 94%.

Sega came up trumps, whipping up a storm with MD *Taz-Mania*. The cartoon hero had been captured beautifully on console. The cartoony graphics and humour element made the game.

It *was* a touch easy, however — perhaps the 96% rating was a little high. A barnstormer, nevertheless.

Boy! Worra bummer!

DJ Boy could've trundled into a manhole for all **Mat** cared. 'It looks dire and plays like Ipswich Town football club,' moaned Mr Yeo. **Warren** was harsher still: 'Terribly old fashioned and deathly dull.' A disappointing 47% was the final rating for this skating bash.

Virgin Games did all right for themselves. Their prehistoric platform romp (that's not an insult!), *Chuck Rock*, was greeted with a bucketful of praise. Ousting Gary Gritter's minions was great fun, graphics and gameplay superb.

'It looks like Sonic's crown's slipping fast!' cried Paul. 'Even though the graphic animation isn't *Taz*-beating, *Chuck Rock*'s still worth every penny,' said **Mat**. The MD version notched up a fat 'n' fruity 93%.

From the beginning of time to futuristic mayhem with **Virgin**'s MD *Terminator* and *Corporation*. The latter's an Amiga game, converted to console in fine style. The atmospheric graphics, icon-driven system, speed and scrolling made *Corporation* a winner.

'It makes a refreshing change to play something that little bit different,' I exclaimed. 'This is one that'll appeal to all kinds of game-freaks', said Paul (91%).

Hasta la vista, baby!

A film licence everyone had looked forward to was *The Terminator*. The whole caboodle turned out to be a touch easy, but the graphics were outstanding, with some brilliant backdrops, animation and digitised pics from the film.

'It's been worth the wait,' remarked Paul. I wasn't as impressed. A 'race around and blow the hell outta everything in sight' game, I thought. Nevertheless, MD *Terminator* rated a highly respectable 84%.

Mega Drive football freaks had been screaming out for **US Gold**'s *Super Kick Off*. In the meantime, they had to make do with Virgin's *Euro Club Soccer*.

Not a bad game. The control method took a bit of getting used to, but graphics were good and two-player mode was fun. 'The best footy sim we've seen on the MD to date,' was the cry from the crew. *ECS* netted a good 81%.

Virgin resurrected an old arcade game in the form of MS *Marble Madness*, which wasn't a bad thing. It was a near-perfect arcade copy, with all six levels and the same taxing gameplay, but would only appeal to true *Marble Madness* fans (76%).

When **US Gold** do a sports sim, they do it well. This was highlighted with the release of *Olympic Gold*.

The Mega Drive track 'n' field Olympic tie-in was the better game due to improved graphics and playability. The MS game wasn't to be sniffed at, though, with some great visuals and sound FX. The feeling on both games was, 'A great sports sim. Highly competitive.' The MD game scored 94%, the MS achieved 82%.

To the Batmobile...

A couple of games to receive an 86% rating were **Sunsoft**'s *Batman* and **Sega**'s *Zero Wing*, both on Mega Drive.

Being a batty kinda guy, **Mat** had a gawp at what **Bruce Wayne** and buddies had to offer. 'It's challenging, great fun and very addictive... The graphics are top notch — it looks like the movie!' the lad screamed.

Paul, on the other hand, got his joystick arm into gear for the shoot-'em-up, *Zero Wing*. Although graphically better than *Hellfire*, Paul thought it a trifle easy. With three difficulty levels and infinite continues, he reckoned it could be

completed quite quickly. The 86% overall rating was a little high.

On the Game Gear front, **US Gold** did handheld freaks proud with the release of *Indiana Jones and the Last Crusade*. Our resident film buff, **Mr Yeo**, enjoyed the game immensely. 'Grab your coat, hat and whip and rush off on the adventure of a lifetime!' *Indiana Jones* scored 88%.

US Gold's GG *OutRun Europa* received the Advance Play treatment. It looked a promising multi-vehicle race 'n' chase. Tracking top secret files across Europe while tackling enemy spies proved a challenge.

Game Gear RPGs have always been thin on the ground so *Crystal Warriors* was met with much expectation. Sadly, like many roleplayers on *other* systems, this failed to come up with the goods (63%).

The worst GG product of the month was *Kuni's Game Paradise* (Advance Play), a four-in-one cart with a *Columns* rip-off, Snakes and Ladders romp, card and tennis games. All were pretty dire.

Dire straits!

Two fairly dire shoot-'em-ups landed on our desks this ish. The first, MS *Sagaia*. 'Stay away if you know what's good for you (and your machine),' wibbled Paul. Jerky graphics and gameplay that brought on the odd yawn or ten ensured *Sagaia* would rate 51%.

Mat had a problem with MD *Galaxy Force 2*. It was crap, basically! 'It could've been a hit. Instead, it's a naff blaster,' said he. Not much to tempt newcomers (56%).

A quick word on the Advance Plays. **Marshal** tackled *Fists Of Steel* on Mega Drive. This beat-'em-up derived the closing comment... 'You'd better bind your knuckles, disinfect your gumshield and stock up on under-arm deodorant: fighting through a whole building full of bad-ass dudes with fists of steel is gonna be fun — but very, *very* tough.'

He also viewed **Imagitec**'s *Wheel Of Fortune*, a slightly more sedate game (!) based on the top-rated American gameshow.

Paul took a peek at Mega Drive *Magical Taluroot* (a cutesy, relatively easy platform game/slash-'em-up), *World Class Leaderboard* (**US Gold**'s competent MD golfing game), *Sports Talk Baseball* (a tough Mega Drive sports sim) and *Traysia* (another low budget Mega Drive RPG).

A foxy revelation!

Meanwhile, **Mat** cast his peepers on *Todd's Adventures in Slime World* (a slime-spraying Mega Drive platform adventure, great in split-screen mode) and *Devilish* (above average *Break Out* clone-cum-pinball variant).

The most exciting news was the unveiling of *Sonic 2* at the **Consumer Electronics Show** in Chicago.

Our man on the spot, **Roger Kean**, pushed to the front of the queue (like he does in the January sales!) and played the first level. The inclusion of a second character, **Tails the Fox**, surprised us all.

A couple of days after Issue 7 went on sale, the *Sonic 2* queries began flooding in. We *even* received questions along the lines of, 'Is there gonna be a *Sonic 3*?' and 'Will Tails have a game of his own?'! Patience, dear readers, is a virtue!

ISSUE 8



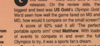
SEGA FORCE August 1992

In which we had an alien infestation, a rendezvous with the Keeper Of The Gates, a visit to Sega's Splatterhouse, a touch of the Krusty's, a meeting with a musician and saw the start of an era — those flickin' Asterix maps!

Game Gear owners couldn't complain this issue — there were tons of new releases. On the review side, the biggest and best was **US Gold**'s *Olympic Gold*. We'd seen how well the game fared on MS and MD, how would it compare on the small screen?

A score of 92% said it all! 'The perfect portable sports sim!' cried **Matthew**. With loads of events to compete in and even the full Olympics to try, it was a sports fan's dream.

Domark ventured into the handheld market with gusto. The success of MS *Prince Of Persia* warranted a GG release. We were first with an Advance Play of this barnstormer. '*Prince of Persia* scores high in every department,' I hollered.



Mat met the guys from Fox Williams, creator of *Krusty's*. The game impressed us no end. We weren't clowning around when we hailed it 'a damn fine puzzle game'!

A dose of the Klax!

The Putney Perils transformed *Marble Madness* and *Popils* into handheld games (Advance Plays), the latter a cute little puzzle game.

Another puzzler, *Klax*, was as addictive as ever. This received an Advance Play, too, but there was no doubt in *my* mind that it'd be well received when reviewed.

Arcade conversions seemed to be the thing from **Domark**. They had a crack at *Paperboy* on Game Gear. It didn't look too bad, it was just the scrolling we were concerned about. Could the GG handle it? We'd find out next ish.

The two Game Gear turkeys of the issue were *George Foreman's KO Boxing* and *Aerial Assault*.

The controls on *George Foreman* were pretty dodgy. The Superpunch didn't exactly live up to its name! 'There's very little skill or strategy and lastability's very low,' complained Mr Mellerick. It fell on the ropes with 55%.

Aerial Assault was hailed by **Mat**, 'A dodo of a cart, slow and downright boring.' Awful collision detection, unresponsive controls and weapons that lacked *oomph!* landed this shoot-'em-up a measly 48%.

Unga! Bunga!

Master System game-freaks had four releases to choose from. Virgin's MS *Chuck Rock* was a box of delights. Storming in at 91%, Paul shouted 'Get it now or forever be a sad *Sonic* fan!' You'd be hard pressed to find a more challenging, original platform game.

A smart idea from **Virgin** was their *Arcade Smash Hits* compilation cart, three coin-op classics crammed into one little black box: *Break Out* (69%), *Missile Command* (81%) and *Centipede* (55%). The overall cart received 85% (a little high!).

MS *Terminator* (again from **Virgin**) received the **SF** accolade (now called the **SEGA FORCE** Smash). Paul loved the game. 'Terminator fans and platform addicts will wet themselves when they see this.' **Mat** said, 'This game is so hot it'll burn you bad!' It scored 90%.

A GG beat-'em-up made the journey to Master System. **Mat** promised *Ninja Gaiden* was 'a thousand times better than the small screen version'. Loads of levels, tough villains and a satisfying challenge, who could ask for more? Another Smash at 90%.

Going down...

We all know the price of games is a tad too high. There appeared to be a light at the end of the tunnel for MD owners with **Sega**'s announcement that a smattering of low-priced games were due to hit the shelves.

At a cost of £19.99, 16-bit freaks could choose from a crop of old games: *Super Hang-On, Last Battle, Alex Kidd in the Enchanted Castle, World Cup Italia '90, Space Harrier II* and *Super Thunderblade*. Almost all the games were a crock of pooh-pooh, only *Super Hang-On* achieving a respectable 79%.

Paul's ratings were as follows: *Last Battle* 33%, *Alex Kidd* 42%, *World Cup Italia '90* 62%, *Space Harrier II* 55% and *Super Thunderblade* 37%. Better luck next time, **Sega**!

A birrova gory issue as far as Mega Drive games were concerned. The meatiest morsel of the month was *Alien 3*, a great film licence that hadn't been wasted. Paul Advance Played the game and said, 'Platform addicts have a very difficult choice to make between two blockbusting games out this autumn, *The Terminator* or this.'

Splatterhouse II was more grotesque than *Slimeworld*! The coin-op game didn't work too well on cartridge. 'The controls are sluggish and let the whole game down.' mused **Mat**. '*Splatterhouse II* doesn't offer anything you haven't seen or played a thousand times before,' groaned Paul. The final rating, 63%.

Far from pearly gates!

Marshal paid a visit to Hell and reviewed **Razorsoft**'s follow up to *Stormlord*, the sinister *Keeper Of The Gates*. Marshal raved, 'If you don't dig blood 'n' gore, this ain't for you. If you

do, you're gonna want to get your hands on *Keeper*.'

Back in Britain, **Bart Simpson** finally made it onto Mega Drive. The **Flying Edge** game scored 91% with the comments, 'More action than you can poke a pointy stick at' and 'One of the best arcade adventures we've played in a long time.'

Bart made an appearance in another **Acclaim** game, *Krusty's Super Fun House*. A game that'd appeal to both arcade addicts and platform fans alike, the abundance of levels and brilliant puzzles made *Krusty's* a Smash at 93%.

The rest of the MD games were:

Finally, **Flying Edge**'s *Ferrari Grand Prix*. Graphically similar to *Super Monaco GP*, this received an Advance Play with a warning from Paul, 'The gameplay requires tweaking and the controls need correcting.'

Hollow World, an above average roleplayer, received 67% with the comment, 'It doesn't have that all-important atmosphere.'

Wimbledon fans had *Grand Slam Tennis* to gawp at. It scored 75% but Paul wasn't impressed with the bland graphics and shoddy manoeuvres.

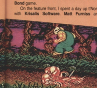
Domark's pinball simulation, *Dragon's Fury*, looked a real corker. It was Advance Played by yours truly, with the remark, 'I can't wait to get me mitts around those flippers!'

Finally, *Empire Of Steel* (average shoot-'em-up, really easy, 72%), *Twin Cobra II* (run-of-the-mill shooter, 71%) and *Cadash* (slice-'em-up with useless RPG elements, 60%).

Let's get funky!

A quiet month as far as news stories were concerned. We touched briefly on forthcoming releases *Lemmings*, *Superman* and *Alien Vs Predator*. **Domark** announced their new **James Bond** game.

On the feature front, I spent a day up t'North with **Krisalis Software**. **Matt Furniss** and



Gory game time! Us Deadheads are pretty slimy, but the blokes in *Splatterhouse 2* really took the biscuit! This was an above-average blast.

Shaun Hollingworth are the technical impresarios behind may top theme tunes on **Sega** systems. **Matt** composed the music for *European Club Soccer*, *The Terminator*, *Chuck Rock*, *Smash TV*... the list goes on and on! **Shaun** does all the coding to make the tunes play. The **Tennant** and **Lowe** of the computer industry!

Tipswise, **Mat** hadn't a clue what he'd let himself in for volunteering to put together the MS *Asterix* maps. Little did we know then, they'd last for six whole issues!

ISSUE 9

SEGA FORCE September 1992

In which Bart Simpson was stuck on us, Tiki the Kiwi had his feathers ruffled, the first pics of Sonic 2 came through, Batman had his revenge on The Joker, Electronic Arts announced their winter line-up and the SF Deadheads went flippin' crazy!

Our covermount this issue was a cute 'n' colourful **Simpsons** badge. Us lads went crazy trying to get the whole set! The cover game was **TecMagik**'s *New Zealand Story*, a relatively old game in the computer world but a classic nonetheless. **SEGA FORCE** scooped the world exclusive preview. Together with **TecMagik**, we came up with the notion to make Tiki look mean 'n' hard on the front cover.

In a conversation with **TecMagik**, a top bod from another 'magazine' was overheard saying, in not so many words, 'Have you seen what **SEGA FORCE** have done to Tiki on the front of their latest issue? Isn't it awful?!' To which **TecMagik** replied, 'Well, actually, that was *our* idea!'

Another exclusive came our way in the form of *Sonic 2* news and screenshots. It was now confirmed that **Sonic** would be accompanied by a fox and the game *would* be two-player, split-screen. The release date: November 24th 1992. Breath was duly bated.

Us **SF** bods took great delight in telling you what had and hadn't gone on at *The 6th International Computer Show*, Wembley. **Europress Impact** had a huge stand called 'Force Field Plaza' in which the latest and greatest console games were tested by visitors.

The yellow peril, Bart Simpson, received MS, GG and MD outings. The platform/puzzle game was a barnstormer. We were so chuffed with the whole caboodle, we stuck Simpsons badges on the front cover of the September issue. Cute and colourful, the SF crew pinched loads of 'em!

Tell us about the games, Ade!

The all-star cast (in order of appearance) this issue included **Batman: Return Of The Joker**. **Marshal** Advance Played **Sunsoft**'s latest MD offering and was suitably impressed. 'The best thing about *Batman: ROTJ* is the game doesn't slow down. There's no break in the action, even though there's plenty of stuff happening.'

Bart was still battling his Space Mutants on MS. The game blasted in at 92%. 'Compared to the MD game, the Master System romp's instantly more playable,' I exclaimed.

We did well with our exclusives this ish. **Sega** dispatched *Tom and Jerry* for us to Advance Play. The cartoon heroes were faithfully represented but looked a little out of place in front of the bland backdrops.

Mega Drive *Ferrari Grand Prix* got its comeuppance from **Will Evans** (our guest reviews minion!). He wasn't at all impressed. 'Another race game with nothing special to make it stand out from the crowd.' 'No great shakes,' was the



Ferrari Grand Prix makes its appearance on the MD at last but it's no stunner! This two player racing game places you firmly in the fast lane! With a Grand Prix world championship and time trials to enter, this is one for all speed freaks!



Miniature spheres, vacuum cleaners and mutant marshmallows? It can only be Marble Madness on the Game Gear! There's hours of endless fun to be had guiding a tiny ball through treacherous terrains and gaping chasms! Give it a spin!

final comment (64%).

Two goodies from **Domark** (previewed in August) received the full treatment in September. Game Gear *Prince Of Persia* was a stunner! How could they fail with such a cracking concept? '*Prince of Persia* has everything... Miss it and weep!' The final score, a staggering 95%. The highest mark we'd ever awarded to a Game Gear product!

Marble Madness wasn't as impressive (77%). I liked it, **Mat** didn't 'If you played and loved the arcade original, or you're a newcomer, I recommend you part with your dosh,' said I. **Mat** wibbled, 'The ball's too small and makes for a confusing game.'

Alien invasion

Sega tried their luck with an *OutRun* clone, *SCI*. It was naff, as **Will** found out: 'A simple concept,

a ridiculously easy game.' The Advance Play didn't bode well!

Sega's sports offering faired better. *Wimbledon Tennis* on MS scored 81%. 'Extremely challenging. Tournament play's tough,' I said.

Electronic Arts released yet another MD basketball game. *Bulls vs Lakers* met with a luke warm response. 'After a while, this gets incredibly samey and the pace dies,' sighed **Mat Yeo**. Fans were advised to think carefully before buying, what with all the basketball sims already on the market (77%).

EA's winter line-up looked promising. A colourful sports romp starring **James Pond** was on the cards. *Aquabatic Games* certainly looked different!

Twisted Flipper, a pinball sim, was slick, but with **Domark**'s *Dragon's Fury* rolling round the corner, would it come up to scratch? And for hockey fans, *NHLPA '93* promised better gameplay than *EA Hockey*.X

My prediction about GG *Klax* paid off. **Domark**'s classic puzzler gained 82%. 'The gameplay seems easy but, believe me, *Klax* brings tears to your eyes through sheer frustration!' The most addictive puzzle game on the Game Gear!

Here at last! *Alien 3* for review. The MD game was awarded a **SEGA FORCE** Smash (92%), and rightly so. **Chris** and **Mat** had great fun blasting those mean muthas. A bucketful of levels, legions of slimy aliens and plenty of nail-biting action saw this title rise high in the Mega Drive charts.

Furious dragons

A game that combined arcade adventure elements with a touch of hack 'n' slash was Game Gear *Wonderboy III*. Poor old Wonderboy's transformed into a dragon in his third adventure.

I said at the time, 'With some smashing in-game ditties, super scrolling, plenty of life force and some handy continues, you can't go wrong' (82%).

Two other GG offerings this month, *Popils* and *Paperboy*. The first was a hit with me, but for some strange reason, **Mat** didn't enjoy it! 'All the lateral thinking can be repetitive,' he whined. Dust the cobwebs off ya grey matter, Yeo! *Popils* scored 85%.

Again, *Paperboy* scored high marks in my book, **Mat** pulled a face! 'You'll only get a few plays out of this before it's destined to a life on the shelf.' *Paperboy* was awarded 76%.

Evander Holyfield's 'Real Deal' Boxing from **Sega** was a bostin' boxing sim, met with great praise for **Chris**. His own personal rating was 90%. 'This is a must for boxing and sport fans, as well as lovers of good, clean beat-'em-ups.' *Holyfield's Boxing* had great graphics, sound, plenty of action and semi-clad women! It lived to fight another day with a final force rating of 89%.

The Game of the Month, as far as I was concerned, was **Domark**'s pinball simulation, MD *Dragon's Fury*. Fast, frantic action, blood, guts 'n' gore — just the way I like 'em! I played this like there was no tomorrow! *DF* scored a worthy 94%.

And that's that for Issue 9. Nothing else of interest to report.

Oh! Paul Mellerick disappeared! We left him by the cheese counter in Marks and Spencer's. He was never seen again...

ISSUE 10

October 1992

In which the Deadheads had a spring clean (in mid-October!), that blue spiky thing received his first preview, the Ex-Mutants showed us a few Deadly Moves, shoot-'em-ups were the 'in' thing and Mat found writing his first novel a far from Smash-ing experience!

October was the month we decided to dust off a few cobwebs. We lightened up the pages, brought out the important points of games and included them in special boxes, cut down scenarios but extended comment boxes. We changed our contents pages, too. They'd now include a piccy of the team so you could get to know us better.

'Bigger, Better, Faster' hailed the return of **Sonic The Hedgehog**. Even though every mag screamed *they'd* got the official preview, it was Chris Knight who first went down to **Sega** to see the game in action. Chris saw the first few zones on the pre-production copy; we couldn't wait to see *Sonic 2* in all its glory.

Mat's Smash TV novel was hailed a triumph by Acclaim. It was flown over to the States — the big cheeses there loved it! When's the next book due then, Mr Yeo?!

It's deadly!

Marshal's Advance Play game features received a new name: Pre-Play USA! Our man got his mitts on a copy of *Ex-Mutants*, an MD game by **Sage's Creation**, soon to be released via **Sega**. Controlling the likes of Ackroyd and Shannon, blasting mutants from here to kingdom come was great fun.

Mega Drive *Deadly Moves* was the closest thing **Marshal** had seen to *Street Fighter II* on a **Sega** console. 'Featuring the kind of high-quality fighting you've been drooling for,' said Marsh.

Mega Drive *Super Smash TV* was a good blaster, perhaps a little difficult, but smart nonetheless. 'This is one manic game shoot-'em-up fans would be foolish to miss out on,' hollered **Mat**. 'Great concept... A challenge and a half,' I yelled. The game notched up 91%.

Plans were afoot to covermount a book based on it. But who'd volunteer to write the darn thing? Tune in, after this break...

There were a glut of shoot-'em-ups this issue. All were on Mega Drive and fairly well received. *Gley Lancer* received 79%. 'It's a slick game, pretty tough in places,' said I. '*Gley Lancer* rates as one of the better shoot-'em-ups,' said **Mat**.

Will summed up *Thunder Force IV*: 'The graphics are gorgeous, the sound's kickin', the action's amazing! The best you'll find on an MD shoot-'em-up anywhere! It's worthy of its 88% rating!'

Not bad, mush!

Final Zone had you controlling a weird and wonderful robot with a weird and wonderful name — Howie Bowie! With 14 weapons at your disposal, it was difficult NOT to blast the hell outta everything in sight!

'*FZ* looks crisp and well presented,' I mused, 'but control's a touch shoddy and the action slows down when there's a lot onscreen.' After much deliberation, we gave **Renovation**'s game 73%.

MUSHA was an MD shooter **Mat** finished in a day! 'Too short and cinchy to complete,' he moaned (70%).

Acclaim tried their luck at basketball with MD *David Robinson's Supreme Court*. It wasn't one of the best at 57%. Both graphics and sound were fine, but the flip-action court left us a little baffled. Gameplay was a touch easy, too.

Mega Drive *Saint Sword* was a mythical game where the main character transform into a bird, fish and horse. Sounds good? It wasn't! 'With naff gameplay and an interest factor of zero, this is one game I won't be rushing out to buy,' growled **Mat** (65%).

Atomic Runner (MD) didn't rate much better. Many mags raved about it but **Mat** and **Will** had other ideas! 'With awkward controls, not enough levels and a plot with more holes than a Swiss cheese, this is pretty duff!' *AT* scored 66%.

Sega announced their new platform blast, MD *Ex-Mutants*. The Black Marshal took a sneaky peek and raved about it. The comic book characters were faithfully represented.



The strangest offering of the issue was *The Flaming Dodgeball Kid*. Even though the text and instructions were in Japanese, once **Will** and I sussed out the gameplay, we were in our element!

A cross between basketball and volleyball, it made 'a refreshing change'. Not a bad game at 76%.

Bored games?

The sequel to MD *Warrior Of Rome* was met with mixed response. **Mat** gave it 79% as his personal rating, **Will** thought it worthy of 36%! 'Keep an eye out for this if RPGs aren't usually your cup of tea!' advised **Mat**. 'Thanks to *Warrior Of Rome II*, I'm a shadow of my former self,' croaked Will! A mark of 56% was decided upon.

The final review was **Namco**'s *Powerball* on Mega Drive. 'Douse yourself liberally in hydrochloric acid rather than buy this,' was Will's comment. Gameplay slow and repetitive, the scrolling was awful and it was difficult to work out which player was which! An abysmal game: 30%.

We were allowed to rate MS *Tom and Jerry* and *SCI* in our news section, after Issue 9's Advance Plays. The cartoon game scored 77%, *SCI* passed the finishing post with 60%.



Yeah! Doesn't he look smug?! We were the first mag to visit Sega and see *Sonic 2* in action.

There was plenty going on in our new Previews section. **Domark** were back, with an MS version of the *Trivial Pursuit* board game, **US Gold** announced their long-awaited *World Class Leaderboard* on Mega Drive.

Indiana Jones and the Last Crusade was nearly ready for the MD treatment. The Game Gear version was stunning. The 16-bit game was set to go one better.

Acclaim planned to let loose an MS version of *Smash TV*. Next to the 16-bit blast, the MS game paled in comparison. I advised, 'There are a couple or three bugbears that *could* make it as annoying to watch as *Family Fortunes*!'

Talking of *Smash TV*... Who'd volunteer to write the book based on the gameshow? Answer: Mr **Matthew Yeo**!

We didn't see the lad for five whole days! He locked himself inside his padded cell and only came out after the witching hour! God knows what went on inside that room!

After the whole caboodle was finished, the man was pretty proud of himself! Our very own **Enid Blyton** — without the pleated skirt! Good on ya, **Mat**!



ISSUE 11



SEGA FORCE November 1992

In which Batman returned, Tiki burned and Green Dog squirmed. A meeting with a Predator, a question master, a helicopter, ice hockey rink and pool table. All in a day's work down in Game Freak Alley!

Another scoop! Big Ed met the guys at **Sega** who had *Batman Returns* on show. The Mega Drive game wasn't due for release for another couple of months but Chris had a sneaky peek at what looked like a promising game.

He appeared impressed. 'Scrolling and animation are superb, the Gothic atmosphere's strong and the playability setting looks just about right.'

From what we saw of Mega-CD games this ish, the future looked bright. *Black Hole Assault* received the **Marshal** lowdown. 'This is just the beginning of CD-ROM powergames,' cried **Marshal**. '*Black Hole Assault* gives you the action, sound and fury the combat-loving arcade player wants.'

Mega-CD *Thunder Storm FX* had us hooked from day one. **Mat** said of the helicopter flight sim, 'This is *so* realistic it'll blow your mind. If you buy a Mega-CD, make sure this is the first game you check out' (89%).

The first MD review of November was awarded a **SEGA FORCE** Smash. **Chris** adored the Jap arcade adventure/puzzler. 'If you get past *Twinkle Tale*'s cutesy elements, you find it's a must for both novices and hardened blasters.' The overall rating was 91%.

TecMagik have a reputation for doing MS owners proud and they came up with the goods yet again. *The New Zealand Story* saw likkle Tiki the Kiwi in hot pursuit of Wally the Walrus, trying to reclaim Phee-Phee, the apple of his eye! With superb gameplay, wacky plot and graphics to match, it flew in at 93%.

Green Dog on Mega Drive was disappointing. The surfing dude's antics were fun for a while, but after a couple of levels the gameplay became samey. 'What could've been a riot of a game ends up being totally bogus, man!' was the closing comment (72%).

Domark's *Trivial Pursuit* was a winner. The board and playing pieces were faithfully represented, the music and graphics questions added to the enjoyment. The MS game notched up 83%.

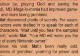
Two film tie-ins landed with a thump, *The Terminator* on Game Gear and *Predator 2* on Mega Drive. The small screen game did nothing to blacken the reputation of its MS and MD counterparts. 'It's tough and incredibly atmospheric,' I roared. Another great Virgin/Probe venture (87%).

Predator 2 could've been exciting. Guess what? It wasn't! What could've been a stunning game turned out to be a pretty mediocre shoot-'em-up (63%).

Another disappointment, MS *Smash TV*. **Mat** moaned, 'Embarrassing little sprites dashing around the screen and suddenly dying for no apparent reason, is not my idea of fun' (44%).

MD *Side Pocket* was the first pool sim we'd seen in decades! **Chris** liked it ('One of the better pool sims'), although we both reckoned it was one for pool/snooker fans only (73%).

EA bounced back with an updated version of MD *EA Hockey*. *NHLPA '93* offered better graphics, atmosphere and gameplay. It received the **Pitt** recommendation, although I warned, 'If you bought *EA Hockey*, think seriously before getting this' (84%).



Virgin's *Mega-lo-mania* was in the pipeline. **Mat** spent a day in Cambridge chatting to the programmers, **Sensible Software**.

On the same lines as **Electronic Arts**' *Populous* (ie, playing God and saving the world), MD *Mega-lo-mania* had improved gameplay and more taxing problems.

Mat discovered plenty of secrets. For example, actors were drafted in to speak for each of the characters. 'Wait until you hear the sampled speech,' wrote **Mat**, 'Your MD will make you the envy of every Nintendo owner!'

Since his visit, **Mat**'s been really odd. Delusions of grandeur, yearning for power and the like...

Batman Returns sees the Caped Crusader up to his long pointy ears in trouble! This time round, he has to take on the combined might of The Penguin and Catwoman! Platform action and heroic stunts are called for!



ISSUE 12



SEGA FORCE December 1992

In which Sonic 2 was reviewed, Batman returned (again!), Macaulay Culkin was definitely Home Alone, Taz got shrink-wrapped, a load of lemmings landed and we were totally phased by the Light Gun!

Snore... Snore... Sn– (WAKE UP! —Ed). *Sonic 2* fever started to fizzle out in the magazine world — and the game wasn't even out yet!

SEGA FORCE reviewed *Sonic 2* on all three formats. The 16-bit game scored 97%, the MS romp 92% and the Game Gear outing 93%.

Of the MD game, we said, 'Should you buy it?! Are you kidding?! It's the best game of the year!' The MS version was a completely different kettle of porcupines! 'You're gonna be twice as busy with this hedgehog. It has the edge over the original on gameplay.' The handheld blast was the toughest of the three. 'It's gonna take some cracking!'

We welcomed a new staff writer this issue, **Paul Wooding** from Great Barr, Birmingham. His only claim to fame was he'd once been mistaken for Chesney Hawkes!

In the Previews department, **Imagitec** had six games on display: *Gadget Twins, Viking Child, Ragnarok, Humans, American Gladiators* and *Wheel Of Fortune*. The American company was set to make all **Sega** owners happy, as most of these games were set to make an appearance on all three formats.

Domark blasted in with MS *Pit Fighter* and MD *James Bond: The Duel*. We were shocked by the tiny sprites on *Pit Fighter* but *James Bond* looked a corker!

Back to the games with MD *Batman Returns*. Worra let down! The visuals were mighty impressive but it fell short on gameplay. The hero was hard to control and fairly unresponsive. 'It drove me batty,' I flapped (69%).

Map attack!

EA took a break from sports sims and tried their hand at arcade adventures. MD *Galahad* was based on the **Psygnosis** hit, *Leander*. Chris said, 'If you like swordplay and platform adventure, you're gonna love this' (81%).

Following the *Galahad* review came an extra-special section: THE *SONIC 2* MAPS!!

We mapped the first two levels of the MD and MS games. **Mat** and **Chris** put together the 8-bit maps, **Roger**, our Publishing Director, tackled the Mega Drive masterpieces. They may have been a nightmare at the time but they looked pretty damn awesome!

Even so, we had a couple of complaints! 'Why've you printed the maps so early,' wrote one reader, and 'I want to finish the game without the aid of maps,' said another. Another film licence that fell flat on its face was **Sega**'s *Home Alone* on Mega Drive. 'To be fair,' said Chris, 'the gameplay's original and well presented, but unless you're a fan of the movie, the novelty factor just ain't enough' (65%).

Two games that were squeezed onto 8-bits were *Taz-Mania* and *Chuck Rock*. The MS version of *Taz* had some of the best cartoon graphics we'd seen but it was too easy. **Paul** finished it in half an hour (71%).

The handheld romp looked great for a GG product, but **Mat** finished this one in under an hour! Nevertheless, **Paul** liked it, 'As a handheld game this is nearly perfect.' Game Gear *Taz-Mania* scored 84%.

GG *Chuck Rock* from **Virgin** lived up to the reputation of its MS and MD counterparts. With a score of 92%, we said, 'If you like platformers, this one's a must!'

Gone fishing...

We'd waited what seemed like an age for *Lemmings* to drop in. When they arrived, we weren't disappointed. The MS game was a stonker at 93% and the GG puzzler faired a touch better with 94%. 'Possibly the best yet!' 'Just so bloomin' addictive!' and 'A winner!' were some of the comments.

Three goodies from **Electronic Arts**. First up, MD *Aquatic Games*. The programmers of *James Pond* had plonked him in a wacky track 'n' field type. 'Overall I'd say save your money and wait till *James Pond 3* comes out,' advised **Mat** (79%).

A soundtrack from Heavy Metal band Motley Crüe lead to a name change for *Twisted Flipper*, which became *Crüe Ball*. Unfortunately, the pinball sim was overshadowed by *Dragon's Fury*. 'I'd rather stick a tenner in a real pinball machine!' *Crüe Ball* notched up 65%.

EA's helicopter simulation, *LHX* was well received. 'Very clever stuff,' remarked **Mat**. **Paul** said, 'A classic. The graphics are stunning. It's one helluva game!' A **SEGA FORCE** Smash at 91%.

Seen the light?

A quick look at the final few games on offer this month: *Master Of Darkness* (MS platform action set in Dracula-esque surroundings, 79%), Game Gear *Streets Of Rage* (the classic beat-'em-up wasn't bad on handheld, lack of variation let it down, 81%), *Bio-Hazard Battle* (MD shooter with weird plot, smart gameplay and wonderful graphics, 84%), *Super High Impact* (Mega Drive American footy, not as good as *Madden* but worthy of a play, 79%), *Prince Of Persia* (appalling Mega-CD version (69%) — the MS game was far superior), and finally, *Space Gun*.

This was an abysmal Light Phaser game, with shoddy graphics and scrolling. The Phaser was more responsive than we'd seen in the past, but the gameplay was downright boring! *Space Gun* notched up a measly 45%.

From **Clive Sinclair**'s wonder machine to our own — the Mega-CD. The **Marshal** previewed *Wonder Dog, Terminator 2, Pit Fighter II, WWF Mega Wrestlemania, Sewer Shark*... the list went on and on. The future of gaming? Definitely!

From the wee Game Gear, to Mega Drive, Mega-CD, Giga Drive... you can bet **SEGA FORCE** will be first with the news, previews and reviews. As we've always been, since December 12, 1991. We're gonna get bigger, better, meaner, harder. Watch this space...





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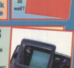


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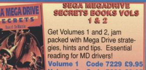


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GUTTER SNIPE

His New Year's resolutions were broken right away, he vowed to stop his sarcasm and take a drop in pay. But worms they turn, and this one has, the pleb just sits and rots, but then we knew it couldn't be true, a leopard doesn't change its spots! Ready to have your self confidence dented? Let's go!

Letters!

Bah! What about Christmas then, eh? — overrated! Did I get any presents? Did I bog roll! No one sent me cards, no one came to visit, even the carol singers stayed away… I can't think why! Next year, I'm going basket weaving in Beirut. No cutesy likkle Robin Redbreasts there, methinks.

Ever since those Deadheads did that Nativity scene last ish, I've been plagued by a flickin' cardboard sheep!

His name's Barry and he hails from Shepherds Bush in London. After his brief appearance in Issue 13's contents page, (under the assumed name Spud Ewelike) he reckons he's a bit of a cult hero! Rubbish!

***I'm* the one with the cult following! My fans adore me! This column's the most popular part of the magazine! (Is it heck! —Dep Ed.) The day that sheep starts answering letters is the day I purchase a record by Dannii Minogue! Oh, by the way, the piccy of Bernie the Rabbit kicking Mario's head in, printed a couple of issues ago WASN'T drawn by Tom Percival. He reckons his street cred's been ruined! Sorry, Tom! Whoever drew it, send me your name ASAP!!**

Anyway, enough of this waffle! Keep flinging me your scribblings and artwork (ha!). The sender of the BEST PIC and BEST LETTER each month receive a top quality SEGA FORCE T-SHIRT and a load of TACKY RUBBISH outta the tack drawer! The address, as usual, is: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. I can't think of a witty repost to end, so let's get cracking. 'Baaa!' (Eh? Who said that?! —GS.)

This is war!

A couple of issues ago, we had a letter from two lads who ripped SEGA FORCE to pieces. As we're folk who like to bathe in our own glory, here's another reader who jumped to our defence. Thanks to Sean Watts **from** Bridlington, Simon Byrne **of** Leeds **and many others who put a smile back on our faces. Cheers, folks!**

Dear Gutter Snipe
I write to reply to the letter in Issue 11 from **Matthew** and **Paul**. I *also* started buying **SEGA FORCE** at the beginning of the year. I find it both interesting and extremely useful, as does my brother and his friends who buy it. It hasn't gone downhill — IT'S GOT BETTER!

The **Sonic** and **Tails** poster was good and there are plenty of Master System reviews. Haven't they noticed that an MS and MD game are sometimes put on the same page? I welcome the tips, as I'm sure do many. Are we all *so* brilliant at games we don't need them?!

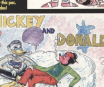
I enjoy **SEGA FORCE**. It's the only mag I ever need to read.
Caroline Lague, East Yorkshire

Gee! What can I say? (I'm sure you'll think of something! —Dep Ed.) Although we joke about being perfect, we're not! Every month, we sit around a huge table, looking at the last issue, thinking of ways we can improve SEGA FORCE. I also read your letters to the Editor; any ideas you have are most welcome.

Right, that's enough of the 'You're crap!' 'Oh no you're not!' waffle. Let it lie, folks, let it lie!



Right: You lot don't like Mario, do ya?! Here, Paul Williams from St. Ives, Cornwall shows the little Italian plumber getting what he deserves!



Below: A welcome return from our friend Joanne Alexander from County Antrim. I hardly think Disney would enjoy this pac. Rave on, dudes!

Anyone else who knows me

Dear Gut
By the time you get this letter, it'll be New Year. I'd just like to say 'Hello Mum' and it's nice to see **Anthony Stevens** has gone.
Mr R Sole, Gut City

That's what *you* think!

When all this were fields

Dear Gutter Snipe
I've a few questions for you:
1. Is that your real name?
2. Do you think *CVG* are going over the top with their *Street Fighter II* stuff?
3. Any chance of more brill pages in your mag?

Enough of the questions! Every month I buy loads of magazines. (**He *did* list 'em, but I shan't give free publicity in my column! —GS.**) The reason your mag's one of my favourites is because I used to read *Zzap!64* when I owned a Commodore and, I don't quite know what it is, but your mag reminds me of *Zzap*. Did anyone off that magazine move onto **SEGA FORCE**? Thanks for listening!
Stephen Drysdale, Perth

To answer your questions: 1: Yes. 2: Yes. And 3: errr… YES!

As for *Zzap*, our company (I say 'company', bit like a retirement home for Amstrad CPC junkies) produced *Zzap!64*, along with *Crash* for Spectrum fiends, that's why you may have spotted a couple of similarities.

Yes indeed, Ade worked on *Zzap!* as well as SEGA FORCE, but only for a couple of issues. Warren used to be a staff writer for *Zzap*, but again only for two or three issues. Now we can't get rid of 'em! (Oi! That's enough of that! —Dep Ed.)

Football crazy!

Dear Gut
Here are a few questions for you to answer. (**(Oh! How original! —GS.)**
1. Is *European Club Soccer* coming out on the MS?
2. Are there any plans for MS *Streets Of Rage*?
3. What's the best football game on the MS? @Uncross = **4.** What's the best platform game on the Master System?
5. What's your favourite MS game of all time?
Michael Brady, Manchester

Something tells me you own a Master System! Can't quite put my finger on what brings me to that rash assumption, but I reckon I'm right!

As far as I can tell from Virgin's release schedule, there are no plans to release *ECS* on 8-bit. At the time of writing, MS *Streets Of Rage* is planned for a January '93 release.

You've a choice of two great football games on the Master System: the classic *Super Kick Off* and TecMagik's *Champions Of Europe*. Buy either, you won't be disappointed.

Apart from *Sonic*, Mat reckons *Asterix* is the best MS platform game. My favourite MS games is *Lemmings*, but ask me again in five minutes and, who knows, I may just give you a different answer! Cheerio!

The bigga Giga!

I've waited for the answers to these questions for ages so I've written to you, 'cos I know you'll answer them. (**What makes you so sure, blimpo?! —GS.**)

1. Will there be such a thing as a 32-bit machine?
2. Is there likely to be a game called *Sonic v Mario*?
3. Is the Mega Drive better than the Super Nintendo?
4. Is *Sonic 2* better on the MD or MS?

Paul Lawson, Cleveland

1. A 32-bit machine called the GigaDrive *has* been spotted in Japan. If it *does* come over here, it won't be for another century or 12. You know how slow we are on the uptake in this country!

2. Does Mat Yeo wear corsets?! It's hardly likely now, is it? Mario vs Sonic? In yer dreams, mate.

3. Not that old chestnut! Get an attitude! Knob off!

4. *Sonic 2*'s great on *both* machines. They're two completely different outings. The MD's got Tails and a fancy bonus section, the MS has oodles of secret areas to unearth. If you've got an MS and MD, why not get both games?! Simple, huh?!

Forget me not!

T-SHIRT WINNER

Dear Gut nut

I must just say, I thoroughly enjoy your mag each month. The contents page is excellent. However, I *do* have one small concern to air — centre partings! You guys have certainly done your bit for hairstyles, ain't ya? Are centre partings a craze in Game Freak Alley?

While I'm here, just *one* more thing. I'm troubled that some of your readers suffer from amnesia. Either that or they don't read your mag properly.

You print details of forthcoming games in your news and letters section and yet, month after month, I read the same bloody questions in readers' letters: 'When's *Sonic 3* coming out?', 'When's *WWF* being released on Mega Drive?', 'Is *Street Fighter II* coming out on my grandmother's bed pan?' You answer these questions and yet, lo and behold, the very same queries appear *again* in Gutter Snipe.

Is the entire population in some sort of spooky grey mist or irreversible time warp? I'm seriously concerned!

Chris Walker, Taunton, Somerset

Rumour has it Ade has a centre parting — only it's not on his head! My heart goes out to you, mate. I have to answer the flickin' questions!

It's true, similar questions *do* get answered month after month, but you have to remember, we get new readers every issue and they've probably never seen the info.

Stick with us, Chris, and perhaps the rest of the deadheads will see the light of day and ask sensible questions like, 'D'ya know Anneka Rice's phone number?' Phwoar!

T-SHIRT WINNER

Above: Stephen Birkett of Burton-on-Trent can see inside Robotnik's head! Is he having a dream or a nightmare? We can't quite make up our minds! Little does he know, Sonic and Tails are right behind him! Wake up, fatty! Anyway, Stephen wins a load of tacky rubbish from the SF Tack Drawer and a mega limited edition SEGA FORCE T-shirt. Remember kids. Keep your pics A4 size. Thank you most kindly!

Any questions?

Dear Gutter Snipe

1. Will *Pit Fighter 2* come out on MD?
2. Is the CD-ROM worth the money and are there any free games with it?
3. Is there going to be a *Sonic 3*?
4. Why's your mag *so* brilliant? I once bought *Sega Pro* and on one of its crappy pages they reckoned MD *Wonderboy III*'s just as good as *Streets Of Rage*! Talk about thick!

Martin Welch, Swansea

I'll let Ade answer this one. Take it away, Pitty...

'I had a chat with those friendly peeps at Domark who converted *Pit Fighter* to the Mega Drive. They have no plans for *Pit Fighter 2*. However, there *is* gonna be a Mega-CD version.

'It looks as though the Mega-CD may be well worth the asking price. Although there's very little software available at the moment, the last two CD games we've reviewed have been corkers... and the games are gonna get better. The best thing to do is wait a while.

'We've a Mega-CD at Game Freak Alley and the moment a new CD flies into the country, we'll review it. If the majority are good un's, the future looks bright. Problem is, when Sega eventually decide on an official British Mega-CD launch, they reckon Jap CDs won't play on UK machines. So maybe it's advisable to wait that little bit longer.

'In the USA, they're getting two music CDs and two games with the bundle. The games are *Sherlock Holmes Consulting Detective* (a sleuthing adventure game with superb graphics and film footage) and a collector's pack containing *Columns*, *Golden Axe*, *Revenge Of Shinobi*, *Streets Of Rage* and *Super Monaco GP*. The UK package may be slightly different.

'As for *Sonic 3*, it wouldn't surprise me if at this very moment some little Japanese chappy's putting together the levels for yet another cracking Sonic game. I'll eat my hat if there isn't a *Sonic 3* out by this time next year. You'll be able to get *Sonic* on CD soon — keep ya eyes peeled!

'As for *Sega Pro*, well, let's look at the situation in black and white. (It seems they already have! Seen their December issue?! —GS.) Then again, let's not! Gutter Snipe may be bitchy, but I'm a good likkle boy! Thanks for your letter.' (Coward! —GS).

More CD worries

I'm a fan of your magazine and buy it regularly. I find the information you give in the letters page very useful.

I was wondering if you could answer some questions about the Mega-CD, which I hope to buy soon.

1. When is it officially released in Britain?
2. How much will it cost?
3. What will the package consist of?
4. Will there be a good supply of software and will it be easy to get hold of?
5. Will the Mega-CD fizzle out if it doesn't get enough support?
6. What's the difference between the Mega-CD and the WonderMega? How much will the WonderMega be?

Peter Sherlock, Watford, Herts

Another Ade answer. Brace yourselves, folks!

'Hopefully, by the time you read this, the Mega-CD should be hitting the shelves pronto. The last we heard, the release date had been set for January/ February 1993. The price should be around the £200 mark. See *Martin Welch*'s letter for available games.

'I can't see the Mega-CD failing. Already there are loads of CD games in Japan. Once the M-CD's released in Britain, it won't be long before the games find their way over here. The Mega-CD should be with us for a long time to come. Obviously, in time, something bigger and better will come along.

'The WonderMega's a CD games machine with a Mega Drive built in. Its design's a touch slicker than the Mega-CD's and it has a built in karaoke system. It's likely to cost around the £400 mark.'

Irish eyes...

Dear gut for brains

I've been collecting **SEGA FORCE** from Issue 2 and I've noticed that in your tips section and in Gutter Snipe you don't print IRISH PEOPLE'S TIPS OR LETTERS! So, I've decided to write to tell you that you DO HAVE READERS IN IRELAND, YOU KNOW!

I know that Irish people write to you, 'cos many of my friends do. Please publish this letter to clear your name.

Paul Daly, Blessington, Co Wicklow, IRELAND

What a complete load of poppycock! As the letter's fiend, I spot loads of Irish towns and cities. The addresses stand out a mile, 'cos the town names are so strange.

Ade and I are almost sure we've printed letters from County Wicklow before. Belfast, County Antrim and County Down have also appeared from time to time. Take our ace artist, Joanne Alexander — *she* comes from County Antrim! It's like saying we don't print letters from 13-year-olds! Get a life!



Above: Sonic turns out to be a nasty piece of work! How many more Sonic v Mario piccies must I pull outta the mailbag? This one was dreamt up by Paul Beddows. Nice one, mate!

Letters!

Back to the 50s

I've only bought the last three issues of SEGA FORCE, but I'll be buying the mag from now on. A couple of points, though:

1. How do you justify printing maps for the first two levels of *Sonic 2* when the game hadn't even been released? None of your reviews said the game was impossible to play without maps. From a preview I've seen, I don't think the maps are necessary.

2. I don't understand your review boxes. You rarely give a game less than 50%, even when you don't like it. Why?

Apart from these points, you've a great magazine. Happy New Year to your readers.

Ashley Price, Lewes, East Sussex

I had a little chat with the plebs for you, Ashley, and they're in agreement that *Sonic 2* isn't impossible without maps! The maps aren't the be-all and end-all. They're meant as a guide for folk who aren't as experienced at gamesplaying as you. The reason the maps were printed early is because we wanted to beat the crowd. By the time Issue 13 went on sale, *Sonic 2* had been out for nearly three weeks.

By saying, 'I don't think the maps are necessary' begs the question, 'Are tips sections necessary in magazines?' It seems they are, 'cos the Pittstop's the most popular section in our magazine.

As for your second point, we don't get many games that rate a 50% or below mark. If we receive a game that's completely dire, we advise the software company of our worries and leave it to them to make changes. Several things have to be wrong with a game before we give it less than 50%. We're not being nice all the time, just fair.



Nice to see a couple of girlies sending pics! Yum! Yum! Yum! Michelle Burns from Carlisle, Cumbria painted this lubbly jubbly masterpiece of the Sonic 2 artwork. What is it with this blue spiky thing? He's getting more popular than mw! Maybe I should kidnap Tails, that'll show 'im!

More maps!

Dear Gut

Please could you continue the *Sonic 2* maps, otherwise I'll never complete it!

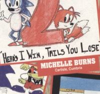
Adam Doree, Hainault, Essex

By heck! Here's someone who *wants* more maps!

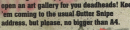
Certainly, Adam, they're on their way!

OFF THE WALL!

We never knew there were so many Sega-loving artists out there! We've been receiving so many pics we've decided to open an art gallery for you deadheads! Keep 'em coming to the usual Gutter Snipe address, but please, no bigger than A4.



MICHELLE BURNS
Carlisle, Cumbria



DAVID BRAILSFORD
Ardfern, Argyll

NEIL HOGG
Lanarkshire, Scotland



JAMES EGAN
Builth Wells, Powys



RICHARD MOIR
Blyth, Northumberland

Psycho IV

Dear Mr Guttersnipe
Considering your general attitude towards a lot of people who write into your marrow, my roses are going to enter Crufts. I've been placed in a big building for **Sega** players for over 22 hours a day. The nurses here are very nice, they dress up as **Sonic** when they feed me.

Anyway, I have a few questions for you. (**I thought there was a catch, weirdo!.**)

1. Will *Taz-Mania, Streets Of Rage, Alien 3, Chuck Rock, Green Dog, Mickey and Donald,* and *Desert Strike* be out on Game Gear?
2. Who is **Derek Porthouse**?
3. Will *Sonic 2* be a Gear-to-Gear game?
4. Will **Electronic Arts** make any 8-bit games?

Thanks very much, Mr Snipe. Now, where's that nurse?
I.M Afool (aka Stephen Calcott), Coventry
PS Thanks for getting rid of Paul!

Our pleasure!

Fancy a job at SEGA FORCE? Many of the blokes here are rejects for the Sunny Valley Mental Institution.

Here are the answers to your questions: 1: Yes to 'em all, apart from ***Green Dog*, not sure about that yet. *Taz, Streets Of Rage* and *Chuck Rock* are out now. At the time of writing, *Mickey and Donald* and *Alien 3* are due for a Jan/Feb release and GG *Desert Strike* will be out in August '93, from Domark.**

2: Dunno, who *is* Derek Porthouse? Lionel Blair's next-door neighbour, maybe?

3: No.

4: No. Short but sweet, ain't I?

Convert your mum here!

Dear G Snipe

At one time, these computer games used to drive me crazy. But now, my family are on the machine every night and suddenly, I started to play along with them! My husband and son, Tom, make me laugh when I watch who can finish a game first.

Wishing you a Happy New Year. Don't get drunk — get plastered!
Mrs Dawn Ann Brooks, Sutton-in-Ashfield, Notts

Watch out, kids — while you're at school, your mumsy might get onto the last level of *Sonic 2*. Now that *would* ruin ya street cred!

'Oh! There was a young girl called Debra Milligan...' Debs has drawn a pic of that spiky fiend and his mate. Looks like Miss Milligan can string together a good poem, too. Another deadhead who doesn't like Mario. Poor bloke, I'm starting to feel sorry for him! Oh no! Whatever have I said? The letters'll come flooding in. (That's the general idea!-Ed).

Handheld honcho

Dear Gutter Snipe

I'd like to start off by saying thank you. In Issue 12, you featured loads of Game Gear games. Keep it up!

I have a few questions for you:

1. Are there any plans for an ice-hockey game on the GG (that's 'Game Gear' for anyone thick, like Mr Yeo!)?
2. Are there any plans for a new U.S.A football game on the GG?
3. Do you think *Super Kick Off* is a good game?
4. Will *Hellfire* be coming out on GG?
5. When's *Desert Strike* out on Game Gear?

Robert Dunford, Market Deeping, Peterborough

We aim to please, Rob. We'll try and get as many GG games in as we can, although sometimes they're a bit scarce!

1: No plans for ice hockey yet, although one of the big software houses may buy the rights to the Electronic Arts games. You never know!

2: The new *Joe Montana* game may get a GG release, but don't hold your breath!

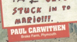
STUART LEE
Rugeley, Staffordshire

MATTHEW MORGAN
age 10, Sega Force city

MARK STACEY
Winygates, Redditch



BILLY SHEEHY
Dublin

PAUL CARWITHEN
Brake Farm, Plymouth

COLIN ALEXANDER
Co. Armagh, Northern Ireland

Letters!

3: *Super Kick Off*'s a great game.
4: No plans for *Hellfire*.
5: *Desert Strike* will appear in the autumn. You don't half ask some questions!

The Gladiators are comin'!

Dear GS

I was wondering if there's a *Gladiators* game due out on the Mega Drive.

I like watching the Gladiators on TV. It would be fun to have a game like that on the MD. It'd make my friend Ronnie and I very happy.
David, age 8, Neilston Walk, Kilsyth

Yep, David! You can tell your mate Ronnie the *Gladiators* game is due any time now on the Mega Drive. Hope that's made ya day!

Untold Genie-us!

Dear Gut

Can you please tell me if there's going to be a **Game Genie** for the Master System. If there is, how much will it cost and where will I be able to buy one from?
Andrew Freeman, age 13, South Wigston

Try rubbing ya mother up the wrong way, then perhaps a genie'll pop out her mouth!

I had a chat with Hornby Hobbies, the guys who market the Game Genie. They're definitely thinking about an MS version of the machine, but they *may* favour a GG Game Genie before the MS one appears. Nothing's definite yet.

The SF bods'll keep ya posted. Right, who's next?

Idle threats...

Dear Gutter Snipe

I've been wondering if you and your mates really *do* go around slaughtering all things living? If you do, tell me why you do it.

I've had a good idea for a Mega Drive game. Can you tell me who I should give my idea to.

By the way, if you don't print this letter, I'll personally come round to the *Sega Power* offices and violently slaughter you!
James Bennett, Spondon, Derby

Go round to the *Sega Power* offices for all I care! Take a look at the front of the mag, dumbo, this is *Sega FORCE*!!

I don't have any mates. Nobody likes me. I would've thought that was obvious from the letters I get!

As for your likkle idea, why not try Sega themselves, I'm sure they'll want to listen...NOT! See ya!

Go-faster stripes

Dear Snipey

Just writing to say how totally brilliant your mag is. I'd like to ask you a few questions (**creep! —GS**).

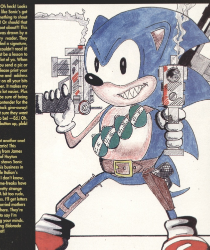
1. What's the best platform game on the Mega Drive?
2. Is it true some plonkers are developing a Super NES to Mega Drive converter?
3. Is *World Of Illusion* worth buying?
4. What's the fastest any of the **SEGA FORCE** team have finished Green Hill Zone, Act 1 on the Master System?

David Ord, Failsworth, Manchester

Okay, Mr Ordy, here are my brilliant replies...
1: *Sonic 2*, of course! But if you like your platform action to include loadsa puzzles, wait till you see MD *Flashback* — it's stunning!
2: So we've heard. Let's wait and see, shall we?!
3: *World of Illusion* looks good and plays like a dream. It's a bit easy, so if you're a good gamesplayer, think hard before buying it.
4: The fastest anyone's completed Act 1 of Green Hill Zone on MS *Sonic* is FIVE SECONDS! I managed it on November 31st, 1992. (Hmmmm. A bit fishy. There are only 30 days in November! —Dep Ed.)

That's your lot as far as letters go this ish, but I'm sure there are a couple of pages after this to keep you entertained! Why not pass this mag onto a sick auntie and cheer her up. Better than a bunch of grapes and ten times as tasty!

Don't forget that T-SHIRT and TACKY RUBBISH for the BEST LETTER AND PIC. Not long now till Valentine's Day. All cards would be most welcome! See ya!



Right: Oh heck! Looks like Sonic's got something to shout about! Or should that be shoot about?! This pic was drawn by a mystery reader. They included a signature, but I couldn't read it! Let that be a lesson to the lot of ya. When you send a pic or letter, please print your name and address clearly on all your bits of paper. It makes my job a lot easier. Plus you'll be sure of being a contender for the great tack give-away! (I'm not sure they want to be! —Ed.) Oh, button up, pleb!

Left: Not another one! Poor Mario! This offering from James Glover of Huyton Quarry shows Sonic doing his business in the likkle Italian's mouth! I don't know, you game-freaks have some pretty strange ideas. A bit too rude, methinks. I'll get letters from worried mothers everywhere. They're bound to say I'm warping your minds. Watching *Eldorado* does that!

DEADHEAD SET HI-SCORES

It's bigger! It's better! Wanna appear in the SF Hi-Scores Hall of Fame? Then get game-busting! There's every chance you'll win the ultimate prize — a signed SEGA FORCE T-shirt! Try beatin' the ugly mugs' scores!

Think you can beat the pixels outta the game-freaks who've already joined the Deadhead Set? Then get going! Send a mugshot along and we'll slam in your hi-scores and piccy. Those who send snaps are entered into a prize draw for GAMER OF THE MONTH. If your entry's pulled out of the hat, we'll send you a signed SEGA FORCE T-shirt!

Cut out the coupon, fill in the details, attach your pic and send the lot to: DEADHEAD SET HI-SCORES, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

ALEX KIDD IN MIRACLE WORLD (MS)

Top score: 82,800
Neil Whittle, Wigan, Lancs

Top score: 75, 800
James Clark, Haverford West, Dyfed

Completed with a score of 91,000
Joel Kendall, Canton, Cardiff

Top score: 32,900
Ross Kemp, Monkmoor, Shrewsbury

Top score: 75,000
Grant Campbell, Erskine

Completed with a score of 75,200
Philip Kitson, Northumberland

Top score: 58,800
Gregory Hyde, Birstall, Leics

ASTERIX (MS)

Completed with a score of 128,000
Ross Kemp, Monkmoor, Shrewsbury
Top score: 2,100,000
David Piddock, Wednesbury

Completed with 431,600 and 28 lives left
Mark Atkinson, Westoning,

COLUMNS (GG)

Top score: 18,954 on Hard level
Malcolm Holmes' dad! London

DONALD DUCK (GG)

Top score: 314,800
Eric A, Great Lever, Bolton

OLYMPIC GOLD (MS)

Gold on all events
Louis Hernandez, London

PREDATOR 2 (MD)

Top score: 1,316,730
Ruth Wooster, Luton, Beds

SONIC 2 (MD)

Completed! 24 November, 1992, 2–4pm
Damian Jenkins, SEGA FORCE City

SONIC THE HEDGEHOG (GG)

Top score: 2,008, 190, with all Chaos Emeralds and nine continues. Seven lives left
Richard Wong, Sale, Cheshire

SONIC THE HEDGEHOG (MD)

Completed in 23 minutes 10 seconds. Tony Smith, Dublin

Green Hill, Act 2: 31,830, 26 seconds
Simon Benjamin, Edinburgh

Green Hill, Act 1: 5 seconds (I believe you... NOT! —Sub Ed)
James Webb, Charlton, London

Completed with 22 lives, 4 continues, 199 rings, all six Chaos Emeralds
Mark Yates, SEGA FORCE City

SONIC THE HEDGEHOG (MS)

Top score: 1,000,700.
Green Hill Zone, Act 1: 18 seconds
Andrew Digby, Southampton

Top score: 1,020,300
Stephen Jones, Co Armagh, N Ireland

Gamer Of The Month!

T-SHIRT WINNER

TAZ-MANIA (MD)

Top score: 115,350.
Congrats to **Daniel Bates** of **King's Lynn, Norfolk**. He sent us his top score and piccy. Daniel's entry was chucked in the hat, along with the other bods who sent photos, and we drew out his smiling mush! No fillings today, Mum!

Top score: 1,032,600
J Reade, Morecambe, Lancs

Special Stage 1: 13 seconds with continue. Green Hill Zone, Act 1: 24 secs.
Gregory Hyde, Birstall, Leics

SUPER KICK OFF (MS)

57-0, Germany vs France
Conor Smyth, Co Down, Northern Ireland

Top goal-scorer!
P Alcock, Lowestoft, Suffolk

WORLD GRAND PRIX (MS)

Level 1: 1 minute, 4 seconds
Nigel Martin, Stafford

DO YER WORST!

I'm brilliant at.......................................

My hi-score is...........................Format.....................

Name..Age.................

I live at...

....

....

Tel. No...

I have enclosed my photo and look forward to seeing it on the hallowed deadhead pages.



Next Month

YOU AND YOUR FAMILY COULD WIN AN APPEARANCE ON BRITAIN'S BEST MORNING TELLY SHOW FOR A WHOLE WEEK IN OUR MEGA-EXCLUSIVE COMPETITION.

Have we got a skipful of goodies for you next ish? ('Oh no you haven't!' 'Oh yes we have!' — just practising for panto!) Catch the Deadheads in *ANOTHER WORLD*! Watch Mat suffer a spot of *MEGA-LO-MANIA* and hail himself a *POWERMONGER*! There's a rootin', tootin' showdown with *THE SUNSET RIDERS*, pizza-flinging action with the *TEENAGE MUTANT NINJA TURTLES*, platform antics a-plenty with *CHESTER CHEETAH* and a touch of blood, guts 'n' gore with *STREETS OF RAGE II* (we'll get to see it eventually, thank you, Sega!)

Next munf you'll rule the world, visit another planet and ride off into the sunset. What are we talking about? Issue 15 has all the answers!

A sneaky peek at Domark's *JAMES BOND* on Master System and an 'In the Works' feature on Tecmagik's *ANDRÉ AGASSI TENNIS*. Plus loads of exclusive news, previews and reviews! It's gonna be a corker!

Grab Issue 15 on Thursday, 4 February. Miss it and weep!

SEGA FORCE COMPO WINNERS

Issue 10: RAVING RUGBY COMPO

The winner of a **New Zealand All Blacks** rugby shirt and a copy of **TecMagik**'s *New Zealand Story* is: **Caran Sykes, Gateacre, Liverpool**.

Five runners-up each receive a copy of the great Master System game. They are: **Andy Fletcher**, Nottinghamshire; **Tara McGrady**, Cleator Moor, Cumbria; **Graham Adams**, Norwich, Norfolk; **Alan Blythe**, Oxon; and **Richard Hannaford**, Shawbury, Shropshire.

Issue 11: TRIAX T-SHIRTS

A select competition, this, in **Marshal**'s **Here 'N' Now** column. The three winners of **Triax T-shirts** are: **Jordan Baker**, Swansea; **J Reade**, Morecambe; and **Andy Stanford**, Seven Oaks, Kent.

Issue 12: SCALES OF JUSTICE

The ten lucky guys and gals who are joining **James Pond**, thanks to free membership for top secret organisation **F.I.S.H**, are:

Andy Short, Broughton, Northants; **Adrian Rose**, Woodbridge, Suffolk; **Matthew Holmes**, St Neots, Cambs; **Sam Taunton**, Hatfield, Herts; **Mark John**, Hove, E Sussex; **Brian Chilton**, Northumberland; **Richard O'Grady**, Thorntonhall, Glasgow; **Gavin Thomas**, Port Talbot; **Sarah Clarke**, Preston, Lancs; and **Jeremy Hards**, Enfield, Middlesex.

Issue 12: GRABBED BY THE ALIENS!

The five winners of those **Alien *CharacteriSticks* from Cheetah** are: **David Gray**, Nuneaton, Warks; **Mrs JA Baldwin**, Blunsdon, Swindon; **Nick Welford**, Leominster, Herefordshire; **Jeremy Hards**, Enfield, Middlesex; and **Mark Whittaker**, Kidsgrove, Staffordshire.

IT'S TACK... TACKY... TACKIER!

Every issue, we root through the compo entries and pull out the grossest, most tacky postcard imaginable. This month, it's a shot of The Pavilion Gardens in Exmouth, taken sometime in the Seventies, by the looks of what that woman on the rug's wearing!

Anyway, the winner of a pile of tack this month is: **Steven Hodge** of **Crediton, Devon**. No offence, Exmouth, but we ain't seen stripy deck chairs like that for years! Your tack's in the post, Steve!


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